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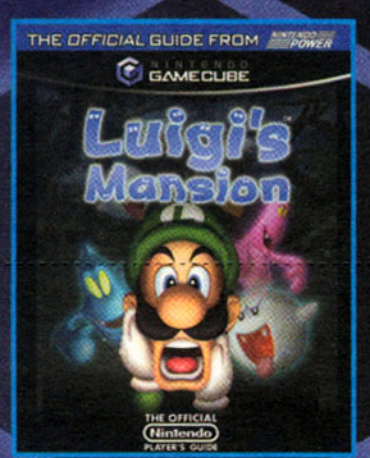
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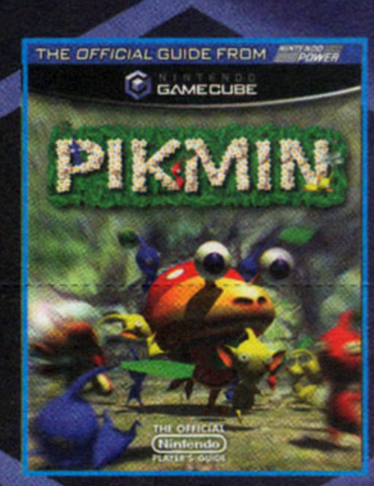
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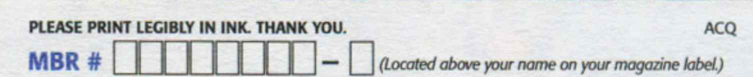
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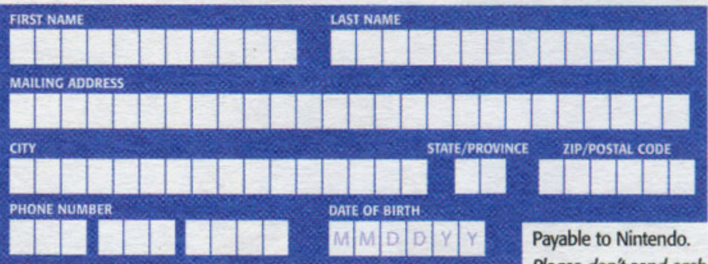
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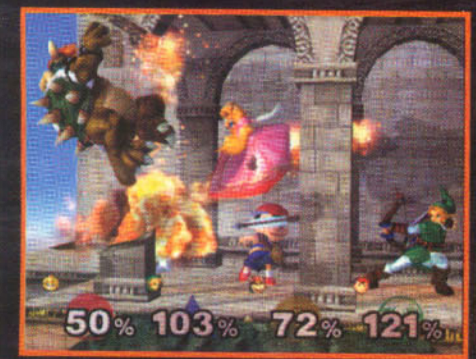
Luigi's Mansion™

House Rules. 26



Step into Luigi's Mansion and prepare to be petrified. Luigi's Nintendo GameCube adventure is a shadow and light spectacular, with spirits, spectres and plenty of scares. Our strategy review of the game gets you deep into the mansion's dark corridors. The only question is, can you get out?

Bros. Prose 50



Mario, Link and Pikachu lead a huge cast of characters in what is sure to be a super smash hit later this year. Our preview of Super Smash Bros. Melee will clue you in on the modes, the moves and all of the special features of the game that is about to rock Nintendo GameCube.

Golden Fun. 116



Role-playing adventure on Game Boy Advance shines bright with the dawn of Golden Sun. We'll get you started on your adventure with info about armor, weapons and the magical Djinn. Learn how to collect and connect with the Djinn and harness the power of Psynergy.

Pyramid Secrets. . . 132



When it comes to amassing large amounts of treasure in the Nintendo universe, Wario rules. In Wario Land 4 for Game Boy Advance, Wario is after his biggest prize yet—the Golden Pyramid. Our review of the game covers the basics and touches on the tough areas.

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PLAYER'S PULSE

Readers who responded to Volume 148's Write Away, Right Away topic had more to say about where women fit in to video game culture than they did about their favorite female game characters. Readers chose the fierce Samus Aran as their fave femme, but Peach, Joanna Dark and Sheik/Zelda got lots of votes, too.

FE-MAIL RESPONSE

I think my favorite female hero is Samus Aran, who boldly saves the galaxies from the dreaded Mother Brain. She is a righteous babe and a tough cookie all in one!

Grant Devero
Via the Internet

PEACH PEACH PEACH PEACH PEACH *gasp* PEACHPEACHPEACH-PEACH!

cheez mastah
Via the Internet



I would say that the female hero from Pokémon Crystal is my favorite! Finally, I can stop giving the poor male hero a girl's name and hoping no one notices!

Emily Frank
Omro, WI

My favorite female character? That would be Joanna Dark. She rocks! That British accent just can't be beat, and she takes no nonsense from evil aliens!

Geoff
Via the Internet

Tiny Kong is by far the most coolerific video game girl. She can fight, she's fast, and she can actually wear overalls and still look cute!

Amanda
Via the Internet

As soon as I read last issue's WARA, the first thing that came to mind was simply Kazooie. She's a pretty tough female if there ever was one. She's got quite an attitude and plenty of self-confidence. And in Banjo-Tooie she even hops out of the backpack and takes care of herself. Yep, Kazooie is definitely the fiercest, feathery female Nintendo has ever seen. Enough said.

Kokiri
Via the Internet



My favorite female hero is me! I'm female and I fight bad guys in video games. Hey, I'm not actually in a video game, but so what?

Kim
Via the Internet

Joanna Dark and Samus Aran are cool female game characters. It's natural that there aren't many games with female heroes, and it will continue to be that way, so all those girl gamers should just live with it.

Anonymous
Via the Internet

I think it's okay that there aren't as many accessible female characters in video games. We girls are versatile. In the same way that we can wear a dress or pants and look great either way, we can also play as male or female characters and not feel silly. A boy, however, cannot play as a girl without getting picked on by his pals. Sure, he can tolerate Samus Aran—you can hardly tell she's female anyway, under all that armor. But I can't picture a boy willingly choosing to play as dressed-up Peach or Daisy, particularly not with an audience.

CatDragon16
Via the Internet

I agree with Kyria Hoffman. What's with all these boy heroes? We girls like to play video games just as much as the boys. I'd sure play more video games if there were more girl heroes.

Anonymous
Via the Internet

LETTER OF THE MONTH

Hey, I was wondering how long you guys have been making the magazine and how many people work there. Plus, why don't you guys have a TV show?

Hank William
Via the Internet

The first issue of Nintendo Power fell into the sore thumbs of Nintendo fanatics in the summer of 1988, thirteen years ago. Check the masthead in the Contents section to see the names of all the people who work on Nintendo Power. Wow! NPTV! We can see it now . . . Alan arresting wayward cheaters as the Code Cop, Jason and Drew in the Now Playing theater reviewing games, Jennifer interviewing Link about his new look and George anchoring it all from the news desk.

Of course, girls get the short end of the gaming stick. There are a ton of games where a guy rescues a princess or maiden or whatnot, but why not a game where a girl rescues a prince? Perfect Dark is certainly a tribute to female gamers. I wish there would be more games that gave equal treatment to both genders like Resident Evil 2—two different people, two different genders, two different stories. Resident Evil 2 sets the standard for equal opportunity gaming.

Robert N. Adams
Via the Internet

I know that girls are capable of anything. Video games should reflect that. But, for some reason, game developers don't want to put girls as main characters in games. It seems that all our aspiring female characters are hitting the virtual glass ceiling. I would like to add that the reason I subscribed to NP in the first place is that it was the only magazine I could find that had females who were on the game critics board. I thank NP for considering diversity when hiring critics. Good job!

Jenee Hughes
Via the Internet

For ages, girls in video games have been neglected. I mean, just look what Nintendo did to Peach. She runs around in a frilly pink dress, and she never does anything about Bowser. You'd think she could take care of herself by now. There should be a game where Peach and Daisy rescue Mario and Luigi. Of course, they would be wearing the classic Mario blue-jean overalls instead of those ridiculous dresses.

Michelle F.
Via the Internet



Peach is the best heroine out there! She wins anything and everything when I'm controlling her! My friends tremble at the sight of her now, because it means they're ultimately going to lose. As a tribute to her beauty and power, my car sports a "Peach" vanity plate. My complaint is that she is only active in multiplayer games like Super Smash Bros. Melee and not an RPG. She deserves a game of her own!

Joy
Via the Internet

Actually, Joy, Peach does have a pretty active role in Super Mario RPG: Legend of the Seven Stars for the Super Nintendo Entertainment System. But otherwise, you, Michelle F. and many of our other readers are right—she mostly sits around waiting for Mario. Maybe someday that will change, or maybe that's the role Peach will continue to play.

I would have to say that female heroes in games definitely aren't as well represented as they should be. I think more games should have female lead characters, like Samus Aran, Joanna Dark and Claire Redfield. While I may not be a girl, I can see the problem all too well and believe game makers should try to incorporate many more female lead characters. I firmly believe that many companies are trying to make a difference in the gaming biz. I hope to see a difference soon.

Dark Vaporeon
Via the Internet

Whoa! Wait a second! Some girls may think they have the short end of the stick on quantity—but definitely not quality. I mean, come on! What about Sheik? No one has seen her in action yet, but I'm sure she would tear it up. And Joanna Dark even rivals the great James Bond! And Samus is one of the most classic, coolest superheroes that I know. Besides, do you know any male video game stars that can roll into a ball?

Jon Bradshaw
Via the Internet



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THE WEAKEST LINK?

After I saw the new look of the Zelda game for the Nintendo GameCube, I was disgusted! Nintendo GameCube is able to make extremely good graphics and Miyamoto went and used horrible graphics. I mean, Link looks like he is a 6-year-old, for crying out loud. A lot of people liked Zelda games for the graphics—not just the graphics, but how they were put together with game play and music, etc. I am 16 and I am not going to buy a game that looks, dare I say it, "kiddie." All of my friends don't like the new look and said they won't buy it as well. With the new graphics, it looks like the game won't have the same depth as it did in Ocarina of Time or Majora's Mask.

Jonah Petrinovic
Via the Internet

Mr. Miyamoto has asked the media to hold off on showing images from the game, so we will not show any screen shots of it. Many media outlets, especially those on the Internet, chose to disregard his request and filmed the short preview at Space World and the Nintendo Show in London. They then broadcast the poor-quality video to their viewers. Not surprisingly, those images were not clear enough to represent the look of the game accurately. Several Nintendo Power staffers saw the video firsthand, and they were enchanted with the expressive, fluid animated style, which is extremely hard to accomplish with video game hardware. The style is different, to be sure, but the quality of the graphics remains high. It's too early to assume that the game won't be complex or challenging because of its graphical style. No one knows how the game will play, but it is still a Legend of Zelda game, and the series is known for its intricate puzzles and epic scale. There is no reason to think that will change. We think you should give the game a closer look next year when it comes out before you pass judgment on it.

INITIAL CONFUSION

In issue 147 you talk about the new Nintendo GameCube. I noticed that when you write it out, you write "Nintendo GameCube," but when you write the initials you write it "GCN." The "N" is on the wrong end. Why?

Scott Porayko
Via the Internet

"GCN" is the official, Nintendo-approved way to abbreviate the new system's name. We like to keep things official around here.

VEG-O-MANIA

Is there a vegetarian in your games?

A.J.
Burleson, TX

Maybe. FYI: The NP Krew is always up for a free lunch, vegetarian or otherwise.



MUSHROOM MYSTERY

Hey, I was just wondering—what the heck is the purpose of the little red mushrooms I see at the end of most of the articles in Nintendo Power?

Justin Joseph
Via the Internet

It's a little icon that indicates the end of an article, which you figured out on your own. Many magazines have them, and usually they're related to the magazine's content in some way.

YOUR NUMBER'S UP

How do I find my member number to get into the subscribers' part of the website?

Tom Stewart
Via the Internet

Your member number is just above your name on your subscription label—it's the eight numbers after "MB#". When you fill out the online form at www.nintendo.com, put the eight-digit number in the first, large box next to the words "Member Number." In the second, smaller box next to it, type in any numbers that come after the first eight numbers and before the "V". This may be one or more numbers. We were confused the first time we tried it, too!

POWER CHART

The new fall TV season is underway, but as far as we're concerned, nothing beats the classics—classic video game cartoons, that is. Check out our picks for the best cartoons based on video games, then turn the tables in Write Away, Right Away and tell us which video games deserve the small- or big-screen treatment!

TV WINNERS

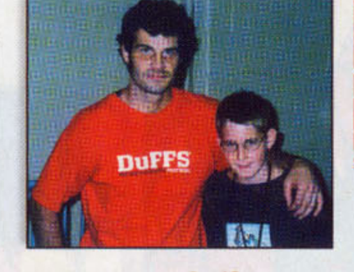
1. **Captain N: The Game Master**
2. **Pac-Man**
3. **Saturday Supercade**
4. **Super Mario Bros. Super Show!**
5. **Mega Man**
6. **Sonic the Hedgehog**
7. **Pole Position**
8. **Dragon's Lair**
9. **Earthworm Jim**
10. **Pokémon/Donkey Kong Country (tie)**

YOU'RE A WINNER!

A meeting with "The Condor," Mat Hoffman, was in store for Andrew Ego when he won our Player's Poll Contest from Vol. 144. Bound for Philadelphia this past August, Andrew watched the incredible competitions at the X Games. In addition to hanging out with Mat, Andrew met ESPN's host of "X 2Day," Rick Thorne, and Jay "The Beast" Miron. As if that wasn't enough, a brand-new Hoffman bike was waiting for Andrew when he arrived home in North York, Ontario. Hey, Andrew, just be careful on those no-footed double-barspin backflip 3's, OK?







GAME BOY BROTHERS

My brother and I own a Game Boy Color and a Game Boy Advance. He wants to get Mario Tennis for Game Boy Color so we can go head-to-head, but I don't think you can link up those two systems. Will it work?

Raimondo Marek
Via the Internet

It sure will. You can link GBA to GBC as long as you're playing a GBC-compatible game such as Mario Tennis. Use the older Game Link Cable that you would normally use between two Game Boy Colors.

TEEN ANGST

One day I looked up Super Smash Bros. Melee on your website and I found out it's Rated "T." Why is it "T"? The N64 version wasn't.

C. Annabelle Carlos
Via the Internet

The ESRB determines the ratings for each game independently and doesn't necessarily give games in the same series the same ratings. In the case of Super Smash Bros. Melee, the ESRB decided that the game's "Comic Mischief" and "Mild Violence" called for the "T" rating. The ratings are intended to give families an idea about the nature of a video game's content, but they are not intended to tell families which games their children should and shouldn't play. In the end, families should review the games and decide together which games are appropriate for their household.

OUT WITH THE OLD?

When I first signed up with Nintendo Power, the magazine talked almost only about the N64, the most recent game system at the time. I only had a Super NES and the magazine was sort of boring—no offense! Now I have an N64, but more game systems are coming out—the Nintendo GameCube and the Game Boy Advance. Will the N64 be in the shadows now, like the Super NES once was?

Kovu Knight
Via the Internet

Nintendo Power gives most of its coverage to current games and systems, and as fewer games are released for the N64, the coverage for the console will naturally decrease. You'll still see N64 coverage in columns like Counselors' Corner, at least for a while.

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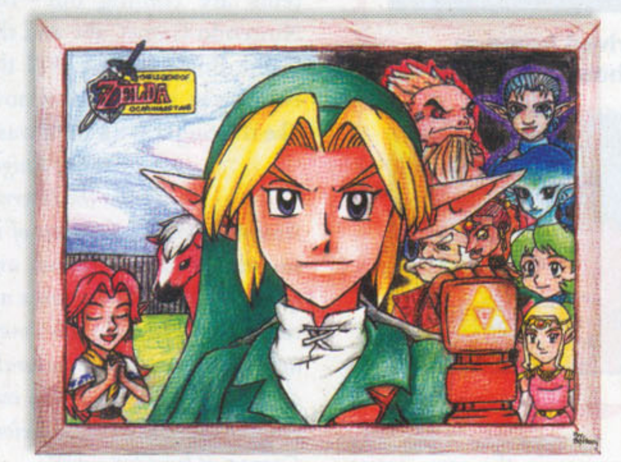
WRITE AWAY, RIGHT AWAY

Hollywood heavyweights have been inspired by video games for years. Mario and Luigi have starred in a cartoon series and a big-budget action film, and more games are on their way to a TV or theater near you. Which video games or characters do you think deserve a TV series or movie? Write to the address on page 9 and pitch us your best ideas.

ARTIST'S GALLERY

A rare picture of a puzzle game and a drawing of a Japan-only Super Nintendo Entertainment System game are just two of the colorful works of art this month. We'd like to see your artistic impressions of Nintendo GameCube games and characters, from Super Smash Bros. Melee to Super Monkey Ball and beyond. The most inspired will appear in January's Artist's Gallery.

Nick Ibraimi • West Chicago, Illinois



Bethany Heyen • Cornelius, Oregon



Michael Reiter • Hollywood, Florida



Meghan Beckman • Dade City, Florida



Ramon Cruz, Jr. • Earlimart, California



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GAME WATCH

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PIKMIN

THIS MONTH

Batman: Vengeance



Crazy Taxi



Disney's Tarzan: Untamed



Disney's Donald Duck Advance



Also this month:
Jackie Chan Adventures: Legend of the Darkhand
Disney/Pixar Monsters, Inc.
Planet of the Apes
Alienators: Evolution Continues
Mech Platoon

NINTENDO GOES CLUBBING

The best gaming console in the known universe, Nintendo GameCube, deserves the rollout of the century, and that's exactly what Nintendo of America has in store for GCN and GCN fans this fall. The premier event of the season is going to be the opening of 12 Nintendo Cube Clubs around the United States. Gamers in Atlanta, Chicago, L.A., Philly, Detroit, Phoenix, Boston, Minneapolis, San Francisco, Dallas, Seattle and The Big Apple will play the night away—they'll have access to GCN interactives on 32" Panasonic HDTVs with surround sound audio, while DJs spin dance tunes. Nintendo Cube Clubbers will probably want to spend most of their time with the 10 games on display, including Luigi's Mansion, Wave Race: Blue Storm, Pikmin, Super Smash Bros. Melee, *Star Wars* Rogue Squadron II: Rogue Leader and others. Lucky winners will win a redesigned (cubistically correct for GCN gaming) living room. For details on dates, check out www.nintendogamecube.com.

The Nintendo Cube Clubs will get things rolling, but there are many more events to look for. For instance, you might see a Nintendo GameCube human interactive—a guy wearing a flat-screen monitor and carrying a GCN unit for you to test. You'll find the Cubistic Humans at malls, theaters and other fun locations.

If you're hanging at home, you may catch one of seven TV ads for Nintendo GameCube. The ads were shot in Great Britain, France, Italy and the USA, and one commercial features more than 500 cast members. When the tube is off, you may thumb across a print ad in your second-favorite magazine. Your favorite magazine (Nintendo Power) will have the most coverage of any source, as usual. Nintendogamecube.com will hold a special contest for fanatics who will do almost anything for a GCN. The "What Would YOU Do for a Nintendo GameCube?" contest will reward the craziest stunts, such as people shaving their heads or chowing down on worms. Very tasteful.

Probably the best place for you to get some hands-on time with a GCN is at your local retailer. NOA is shipping 10,000 cutting-edge Nintendo GameCube interactives for players to get a sample of the incredible experience of playing GCN. There's no substitute for actually playing Nintendo GameCube, so get out there and have fun.

NINTENDO CUBE CLUB PLAY IT ON Panasonic

PIKMIN ON PARADE



Pikmin aren't really ants and they're not really plants. Here's what we know about them: They live on a planet far away, they're cute but tenacious and when they work together in large groups they can accomplish wonders. You'll have a chance to meet Pikmin on December 3rd, about two weeks after Nintendo GameCube is launched in North America. Game Watch is here to introduce you to the magic of Mr. Miyamoto's latest creation, but we have to warn you that the game is still changing so some of what you see here may not end up in the final version of the game.

FUN WITH BUGS AND PLANTS

When Captain Olimar crashes on the strange, nameless world where Pikmin live, he knows he has a limited time to collect the scattered pieces of his spaceship until his life-support system runs out of oxygen. The alien world is filled with enemies that view Olimar as nothing more than a tasty snack. But the Pikmin are different. They seem to revere him. They follow him everywhere like imprinted ducklings, and they take his orders like soldiers in an army. If the captain orders them to build a bridge across a stream, they hop to it. If he asks them to attack a giant creature, they throw themselves into harm's way without a whimper. Pikmin are as loyal as dogs and as organized as engineers. Captain Olimar decides that, with the help of the Pikmin, there may be a chance to retrieve the scattered parts of his ship and save his life.





PIKMIN PARTICULARS

Pikmin come in several colors, with varying attributes, and may grow to different stages of development. Each type is ideally suited to functioning in certain areas or to attacking particular enemies. Pikmin can grow to more powerful forms if left in the ground to germinate for longer periods of time. You can tell the level of growth, such as a leaf or flower, by the headgear that appears on the Pikmin's head. New Pikmin are sown at a nesting site using power pellets retrieved from the countryside. Pellets, which players obtain by cutting down plants or defeating enemies, come in varying sizes and will produce varying numbers of Pikmin.





WORKING WITH PLANTS

Captain Olimar can make use of 100 Pikmin at a time, and they don't all have to work on the same job. Using the Controller, players can select a group of Pikmin then direct them at a target. The Pikmin scurry over and start to work at once. They know what to do when they reach a particular target, so no further commands are necessary. There's a lot of work to be done if Captain Olimar is to escape from the alien world, and time is short. This December, you'll have to put your Pikmin to work on Nintendo GameCube!

UP WITH PLANTS! GREEN IS GREAT!

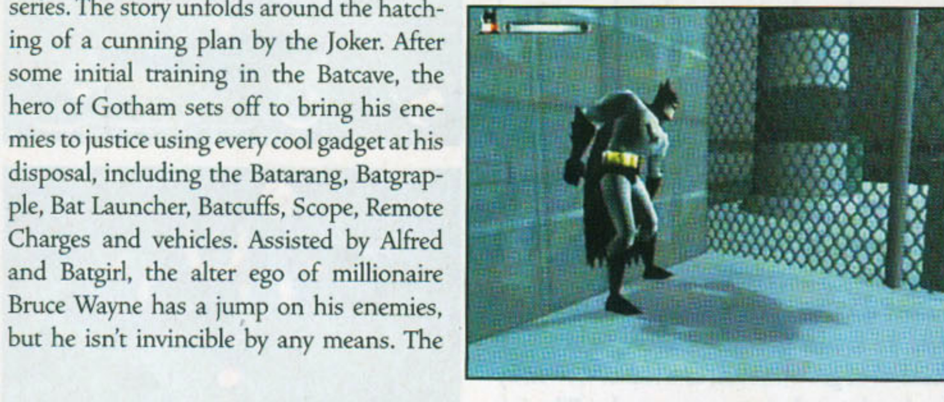
FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

BATMAN'S BACK

High above Gotham, the caped crusader hears a plaintive cry for help. With a flick of his wrist, the Batgrapple shoots out and the Dark Knight swings into action. That's how Ubi Soft's Batman: Vengeance for Nintendo GameCube starts. Last month you saw some early shots taken at Ubi's press event in August. This month we have an almost finished game, and it's a brilliant journey into the world of the animated series. The story unfolds around the hatching of a cunning plan by the Joker. After some initial training in the Batcave, the hero of Gotham sets off to bring his enemies to justice using every cool gadget at his disposal, including the Batarang, Batgrapple, Bat Launcher, Batcuffs, Scope, Remote Charges and vehicles. Assisted by Alfred and Batgirl, the alter ego of millionaire Bruce Wayne has a jump on his enemies, but he isn't invincible by any means. The game includes the action-packed exploration of vast areas of Gotham City—where you fight the baddies—skillfully mixed with cinematic animations, where you learn what's going on. Ubi Soft used the voice talent from the TV series, including Mark Hamill as the Joker. It looks as if Batman: Vengeance will be released by the end of 2001, just in time for a great Bat New Year.







HITZ FROM MIDWAY

Few people would say hockey is a beautiful sport, but one look at Midway's NHL Hitz 20-02 for Nintendo GameCube may change all that. The final version of Hitz from Blackbox Studios is truly a thing of beauty. Once you get over the animation, which will leave you wondering if you're playing a game or watching "Hockey Night in Canada," you'll soon realize that the game itself is a smashing success. First off, you'll find NHL and NHLPA licenses, which translates into all the pro teams and the top players. On the ice, the action is furious and free-form. Pro licenses aside, Hitz isn't a simulation, but an arcade-inspired three-on-three contest, and up to four players can hit the ice if you have enough GCN Controllers. The list of options and modes adds to the fun, allowing you to practice moves, create custom players and crank the incredible soundtrack, which features Korn and other bands rocking out while you slap pucks and brawl on the ice. Beautiful!



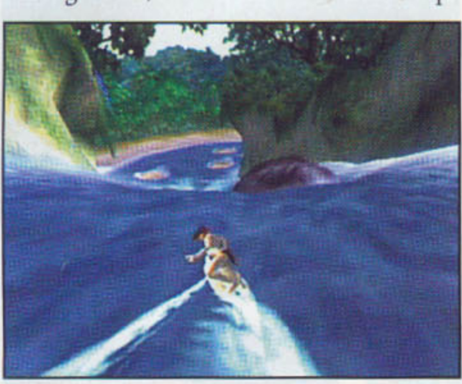




TARZAN SWINGS INTO ACTION

The king of the jungle is headed to Nintendo GameCube this December, according to our sources at Ubi Soft, and that means a swinging time for GCN owners. Disney's Tarzan Untamed is divided into two modes—Story Mode and Terk's Challenges. Story Mode is a journey into the jungle. Not only must Tarzan scamper through each level, completing tasks, such as learning to use a spear or Bungie jumping, but he has to be stylin' as he does it. Pulling stunts, such as handstands and flips while grinding along branches and swinging from vines will earn you extra points, and those points can add up to extra lives. Cut animations add to the story, which is told by the Disney characters. In Terk's Challenge Mode, you race through levels trying to rack up as many points as possible by performing stunts. The music is fun, the dialogue and story are Disneyesque and young GCN fans will have hours of fun in the jungle while older fans will enjoy the extra challenge Terk provides.









TAXI! TAXI!

The wildest ride on Nintendo GameCube is on its way from Acclaim in the form of Crazy Taxi. Our gallery of screen shots arrived just in time to show you what's in store for daredevil cabbies by the end of the year. You'll pick up fares all over town and earn bucks delivering them to their destinations intact—and gibbering with fear. For those who've missed out on the Crazy Taxi experience until now, the point of the ride is to smash, crash, dash and thrash, turning the cab ride into a roller coaster experience for the customer, 'cause that's what they secretly want. The wilder the ride, the more dough you'll score in tips. Acclaim's version has super graphics, four cabs, a rocking soundtrack and built-in rumble on the GCN Controller.









DID SOMEONE CALL A TAXI?

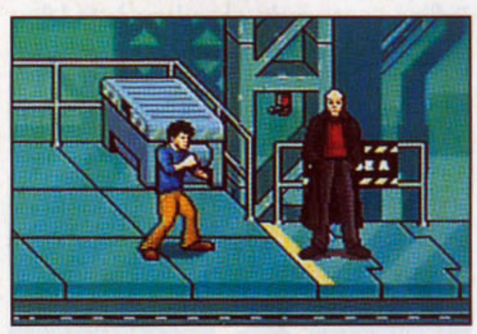
JACKIE CHAN IS THE MAN

Activision's latest Game Boy Advance title, Jackie Chan Adventures: Legend of the Dark Hand, tells the tale of an unimposing archaeologist (Jackie Chan from "Jackie Chan Adventures" on Kids, WB!) who must find eight ancient Kung Fu scrolls before The Dark Hand gang gets them. Jackie's side-scrolling brawler gives players a full range of motion and a huge assortment of cool, martial-arts fighting moves. You can pick up objects to use as weapons, leap or roll into or away from attacks and even give the heave-ho to Dark Hand thugs who wander too close to Jackie. The graphics are bold, the characters are big and the play control is as easy and appealing as Jackie's winning smile. If you're a Jackie Chan fan—and who isn't?—don't miss out on the fun.















MORE MUTANTS

Alienators: Evolution Continues from Activision, Dreamworks SKG and Digital Eclipse thrusts players into the unenviable position of having to wipe out an invasion of mutant critters as an alternative to nuking the southwestern United States. As Dr. Kane, you'll storm a research facility where things have gone awry, armed with potent weapons, a communicator and some nifty action-hero moves. The characters and plot hail from a new animated series, which is loosely based on last summer's sci-fi flick, *Evolution*. The mutants come in all shapes and sizes, and there seems to be no end to them. Alienators packs in standard side-scrolling, shooting, jumping, swinging and ducking action with simple mission objectives. The areas are large and complex, however, somewhat reminiscent of Alien 3 for the Super NES. Alienators should be released by the end of the year.

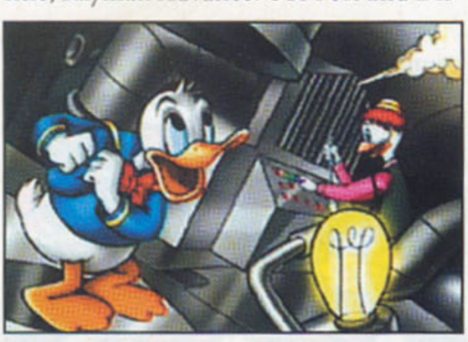







DUCKNAPPING

When the wicked Merlock kidnaps Daisy Duck (and forces her to write a fowl news story about how he will conquer the world), Donald, understandably, goes quackers in Disney's Donald Duck Advance. Using an amazing device called the the Gyro-Gama-Tubal-Teleport, Donald is about to be whisked to the site of the crime when Merlock manages to wreck the machine by stealing its Energy Spheres. The resulting game involves Donald's search for lost Energy Spheres in each area he visits. Once he has the spheres, he'll be able to reach Daisy through the machine and save the day. But the game is really about inventive platform action, pretty GBA graphics and tight play control that will remind you of Ubi Soft's hit GBA title, Rayman Advance. Ubi Soft and Disney Interactive have a habit of creating colorful, player-friendly games for all ages, and Disney's Donald Duck Advance is just that. You might even say it is all that it's quacked up to be.



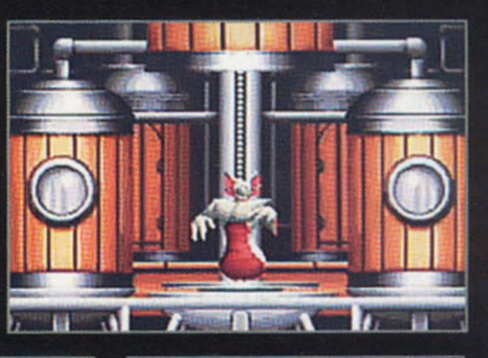





DOWN ON THE MONSTER FARM

Recognized as one of the top monster breeders in the world, you are given a difficult assignment by the chairman of AGIMA, the official association of monster breeders. Your mission is to take a failing monster training farm and turn it into a success. That's how things get going in Tecmo's Monster Rancher Advance. Players create monsters, train them, feed them and send them into monster tournament battles. If it sounds a bit like Pokémon, don't worry—MRA doesn't play the same as Pokémon at all. The game concentrates on training and battles. There are very few adventure RPG elements and no wandering about. Even so, if you like monsters and you like tournament RPG battles, Monster Rancher Advance is packed with surprising challenges and more fun than you might expect.









THE DAWN OF A NEW SAGA.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

PLANET OF THE APES

Ubi Soft's Game Boy Advance and GBC **Planet of the Apes** games ask the age-old question of whether one man can destroy an entire nation of apes even though he is armed with inferior weapons and moves with the grace of an arthritic hippo. The GBA and GBC titles are side-scrollers featuring play control along the lines of Prince of Persia—the GBA version boasts prettier graphics than its GBC cousin. The story for both games is set after the events of the classic *Planet of the Apes* movie that stars Charlton Heston. Your mission is to find and rescue Taylor from the apes. Fulfilling that mission will mean climbing a lot of walls, defeating a lot of apes and staying alive in dangerous environments, where one slip can spell disaster. Ubi Soft plans to release both games by the end of the year—unless, by

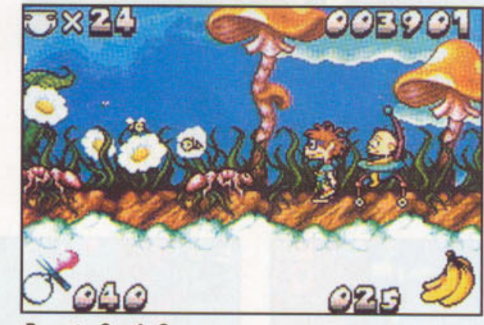


Planet of the Apes (GBA)

some freakish coincidence, both titles pass through a dimensional warp and land on some other world.

NICK AT GBA

THQ has captured the essence of Nickelodeon in a trio of GBA titles headed for young gamers this fall. **Rugrats: Castle Capers**, **Wild Thornberrys: Chimp Chase** and **Spongebob Squarepants Supersponge** each feature popular characters from the three animated Nick cartoons. The Rugrats game takes place in a giant pop-up book. Each youngster gets to explore a side-scrolling level designed exclusively for him or her. The action is fairly simple and the music is relentlessly bouncy—perfect for Rugrats fans of all ages. Wild Thornberrys: Chimp Chase



Rugrats: Castle Capers

will probably appeal to the very youngest gamers, who won't mind the simple, repetitive game play. Spongebob Squarepants Supersponge offers players more variety in a traditional platform style, where enemies and obstacles provide the basic challenge. All three games are colorful representations of their namesake TV shows.

FRESH BREATH

Capcom's **Breath of Fire** for GBA is a masterful remake of the classic Super NES RPG. The graphics and sound on the GBA are great, and the game play is virtually identical to the orignal game, where seven heroes from the Light Dragon Clan are awakened to combat impending doom. The game features an automatic battle feature to hasten play, but players can control every move if they want. For epic gamers of every stripe, Breath of Fire will be a great addition to the growing library of RPGs for Game Boy Advance. Capcom should have BOF ready for release sometime in November.



Breath of Fire

SEGA SPORTS

In addition to **Virtua Striker 3** for Nintendo GameCube, Sega plans to produce versions of all its major sports franchises for the GCN, starting with **Sega Sports: NBA 2K2**, which is scheduled for release next spring. Other Sega Sports game franchises include **Baseball 2K2**, **College Football 2K2**, **NFL 2K2** and **NHL 2K2**. We hope to see all of them on GCN over the next 12 months.

NEWS FINAL

Wrapping up this month's gaming news, we have reports from Ubi Soft of a new Rayman game, **Rayman 2**, for GBC. Game Boy Color is also the chosen lead platform for 3DO's first **Cubix** game, based on the new animated TV hit on the Kids' WB! On the Game Boy Advance front, Titus is finishing up **Virtual Kasparov**—the first chess simulation for GBA. THQ is adding to its two-wheeled lineup with **Moto GP**. The Moto GP circuit features powerful



Columns Crown

prototype motorcycles that race on road tracks around the world, and THQ's game will have a four-player link option. THQ is also on pace to release **Hot Wheels: Burnin' Rubber** for GBA this fall. The game boasts some of the best 3-D graphics seen on Game Boy Advance yet. Majesco's **Dark Arena** is finally finished. It's a Doom-like first-person shooter with smooth play control and a multiplayer option. **Disney/Pixar Monsters, Inc.** from THQ features characters from the animated film in a side-scrolling platformer with lots of hallways to explore. The play

GAME WATCH FORECAST

Super Smash Bros. Melee



Star Fox Adventure: Dinosaur Planet



Mech Platoon

Monster Rancher Advance



American Bass Challenge

control is gentle enough for young players to master right away. For older players, **Road to Wrestlemania**, featuring World Wrestling Federation stars, is also on the way. Seven modes of play give wrestling fans a world of action in the squared ring. Sega's **Columns Crown** is a Tetris Attack-style puzzler. The goal is to align three or more jewels vertically, horizotally or diagonally. Storybook graphics and music disguise the challenging nature of the one- and two-player games. Ubi Soft's **American Bass Challenge** is the first fishing simulation for GBA. Choose a male or female angler before heading to Quick Fish, Tournament or Practice Mode. Ubi hopes to hook players when the game is released this month. Asmik Ace Entertainment is bringing **Dokapon**, a Japanese RPG for Game Boy Advance, to North America this fall. Dokapon has nice graphics, a very cheesy story about young men proving themselves to be strong adventurers and an interesting battle system that keeps you guessing who will attack first. **Mech Platoon** from Kemco takes players to alien worlds, where they must gather raw materials and build a wide assortment of units for production and combat. The game is broken down into strategy missions of varying complexity, with players commanding powerful mech soldier units individually or in groups. And finally, a new publisher for Nintendo GameCube named Legacy Interactive is working on a **CHiPs** game, based on the syndicated series about the California Highway Patrol. CHiPs is scheduled for release during the fall of 2002.

NINTENDO GAMECUBE

1080° SNOWBOARDING 2
18-WHEELER: AMERICAN PRO TRUCKER
ALL-STAR BASEBALL 2002
ANIMAL FOREST
BATMAN: DARK TOMORROW
BATMAN: VENGEANCE
BOMBERMAN GENERATION
CHiPs
CRAZY TAXI
DAVE MIRRA FREESTYLE BMX 2
DISNEY'S TARZAN: UNTAMED
DONKEY KONG RACING
DUKE NUKEM FOREVER
ETERNAL DARKNESS
EXTREME G 3
FIFA SOCCER 2002
JEREMY MCGRATH SUPERCROSS
JIMMY NEUTRON BOY GENIUS
KAMEO: ELEMENTS OF POWER
LEGENDS OF WRESTLING
MARIO KART
METROID PRIME
MICKEY MOUSE FOR GCN
MX 2003 FEATURING RICKY CARMICHAEL
NBA COURTSIDE 2002
NBA STREET BASKETBALL
NFL BLITZ 20-02
NFL QUARTERBACK CLUB 2002
NHL HITZ 20-02
PHANTASY STAR ONLINE VERSION 2
PIKMIN
RALLY SIMULATION
RESIDENT EVIL ZERO
ROCKET POWER
ROGUE SPEAR
RUGRATS
SCOOBY-DOO!
SEGA SPORTS: NBA 2K2
SONIC ADVENTURE 2
SPONGEBOB SQUAREPANTS
SSX TRICKY
STAR FOX ADVENTURES: DINOSAUR PLANET
SUPER SMASH BROS. MELEE
TETRIS WORLDS
TUROK EVOLUTION
UNIVERSAL STUDIOS THEME PARK
VIRTUA STRIKER 3
WORLD WRESTLING FEDERATION WRESTLEMANIA
LEGEND OF ZELDA

GAME BOY ADVANCE

AERIAL ACES
ALIENATORS: EVOLUTION CONTINUES
AMERICAN BASS CHALLENGE
BANJO-KAZOOIE: GRUNTY'S REVENGE
BONX
BREATH OF FIRE
CAESARS PALACE
COLUMNS CROWN
CRASH BANDICOOT
DARK ARENA
DIDDY KONG PILOT
DISNEY/PIXAR MONSTERS, INC.
DK COCONUT CRACKERS
DOKAPON
DRIVEN
ECKS VS. SEVER
E.T. THE EXTRATERRESTRIAL
EUROPEAN SOCCER LEAGUE
FIEVEL: AN AMERICAN TAIL
FLINTSTONES: BIG TROUBLE IN BEDROCK
GRAND THEFT AUTO 3
HARRY POTTER AND THE SORCERER'S STONE
HOT WHEELS: BURNIN' RUBBER
THE LAND BEFORE TIME
LEGO RACERS 2
M&MS: BLAST!
MAT HOFFMAN'S PRO BMX
MECH PLATOON
METROID 4
MIDNIGHT CLUB STREET RACING
MLB SLUGGERS
MONSTER RANCHER ADVANCE
MOTO GP
NANCY DREW: MESSAGE IN A HAUNTED MANSION
NHL HITZ 20-02
PAINTBALL
PHALANX
PLANET MONSTERS
PLANET OF THE APES
POCKY AND ROCKY WITH BECKY
POWERPUFF GIRLS: MOJO JOJO A-GO-GO
ROCKET POWER: DREAM SCHEME
RUGRATS: CASTLE CAPERS
SABREWULF
SCOOBY-DOO AND THE CYBER CHASE
SHAUN PALMER'S PRO SNOWBOARDER
SHREK KART
SONIC THE HEDGEHOG ADVANCE
SPONGEBOB SQUAREPANTS SUPERSPONGE
SPYRO: SEASON OF ICE
SUPER MARIO BROS. 3
SUPER MARIO WORLD
TACTICS OGRE GAIDEN
TEKKEN ADVANCE
(THE) SIMS
TINY TOONS: BUSTER'S BAD DREAM
TINY TOONS: WACKY STACKERS
VIRTUAL KASPAROV
WILD THORNBERRYS: CHIMP CHASE
WORLD WRESTLING FEDERATION: ROAD TO WRESTLEMANIA
YOSHI'S ISLAND
YOSHI'S STORY

GAME BOY COLOR

CUBIX: ROBOTS FOR EVERYONE RACE 'N ROBOTS
HARRY POTTER AND THE SORCERER'S STONE
HARVEST MOON 3
MAGI-NATION: KEEPER'S QUEST
MEGA MAN X-TREME 2
PLANET OF THE APES
RAYMAN 2
WENDY: EVERY WITCH WAY

You won't believe your eyes.

Mario's more super. Zelda's more legendary. And if Wave Race gets any more realistic, you're gonna need a life-preserver. What's goin' on? It's the big power in this little Cube. Nintendo GameCube's™ specifically optimized 485 MHz processor and game discs give you eye-popping 3D graphics, faster game-play, and realistic action you won't believe. Plus, there's tons of other cool new games in the works, which means you ain't seen nothin' yet!

Available November 18
Indigo or Jet (Black)

Can you handle the power? Nintendo GameCube™ at Best Buy.



Turn On the Fun™

Use your Game Boy® Advance as a controller | Play online with an optional modem adapter | Carrying handle lets you take it along & beat your friends on their turf | See it today in-store or online at **BestBuy.com**™



Quick Bytes



Wave Race: Blue Storm is set to make a big splash on Nintendo GameCube when it is released November 18th. Look for a Wave Race: Blue Storm website to go online in early November with tons of general info about the game and detailed course descriptions. We'll have more details next issue.

POWER PLUG

Nintendopower.com features movies of game tips that are highlighted with the NP logo in the pages of the magazine. The volume 150 update features tips on Luigi's Mansion and *Star Wars* Rogue Squadron II: Rogue Leader.



When the Game Boy Advance epic Golden Sun reaches RPG fans in November, a Golden Sun website will go online at gameboy.com. Look for details on the story and characters, screen shots and footage of the game when the site goes live.

Pikmin.com Sprouts

Not far from a sculpture of a Volkswagon-crushing troll in Seattle's Fremont area, a different type of fantastic creature is popping up and going online. The offices of Martini Design are the development headquarters for pikmin.com, the online home of Nintendo's plantlike Pikmin, and the place from which they will soon spread over all official Nintendo sites.

The Martini designers, led by Martin Rincon and Doris Quan, have developed several sites for Nintendo, including kirby64.com and mickeysspeedwayusa.com. They began work on pikmin.com in September, under the guidance of Nintendo's online manager, Dan Owsen, and online producer Andy Hartpence. The goal of the site is to let visitors know about the plantlike Pikmin, their natural environment and the unique Nintendo GameCube game that has sprouted from the mind of master game designer Shigeru Miyamoto.

The designers and Nintendo online staff first discussed the development of minigames that would have site visitors collecting Pikmin and parts of a spaceship, just as the player-controlled spaceman does in the GCN game. During meetings between the groups, the idea has evolved into a more active experience, which will have site visitors taking on the roles of spacemen and Pikmin.

Before the game is released later this year, visitors will have the chance to sign up to become spacemen online. The people selected as spacemen will ask their friends to become Pikmin. Teams of spacemen and Pikmin will then search Nintendo sites in an effort to find Pikmin items. Their goal will be to make the Pikmin evolve and to collect the spaceship parts. The top teams will be recognized on pikmin.com.



The Martini Design team is (back row) Tabitha Holmquist, James Wirth, Asami Tsunuta, Craig Erickson, (front row) Doris Quan, Martin Rincon and the comapany mascot, Neelix.

The Pikmin-collection game is one of several experiences that will give visitors a glance at the world of Pikmin from the eyes of the spaceman. In the words of Rincon, the look and feel of the site will be "super organic," with backgrounds and interactive elements inspired by the magnified garden-like environments of the game. Says Rincon, "The most important aspect of the site will be the experience of exploring [the game world]." Adds Quan, "Throughout the site, you'll see Pikmin everywhere, just as you do in the game."

The site will debut online in late October with wallpaper, a screen saver and a launch countdown. Nintendo and Martini Design will add more features as the game's launch date approaches. Martini Design's next Nintendo assignment is the official site for Nintendo GameCube title Super Smash Bros. Melee.

Wario Lands Online

With Wario Land 4 for Game Boy Advance on the way, Nintendo will soon unveil Wario's very own website. When you go to gameboy.com/wario, you'll be transported to Greedville, a place where prize-hungry Wario feels right at home. The goal in Greedville is to amass wealth (in the form of Wario Bucks), learn about Wario's adventure in the Golden Pyramid and have fun. At Wario's Arcade, you'll get the chance to play a collection of minigames to win Wario Bucks from Wario then spend your winnings on a Wario-themed screen saver, Wario wallpaper, a cut-and-fold picture of Wario's car and more. The minigames include a dunk tank, a grabbing crane game and a variation of the shell game, all designed with a special Wario twist. At the Greedville School, you'll be able to take a Wario-style pop quiz and earn game tips for high grades. The Greedville Post Office is where you will sign up for the GBA newsletter and for an e-mail message that will let you know when the game has been released. Another Greedville attraction, the Pyramid Movie Theatre, presents a program of Wario Land 4 game footage, screen shots and a glowing review of the game written by—you guessed it—Wario. The site goes online in early November.





banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/advancewars
gameboy.com/aliceinwonderland
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gameboy.com/wario
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
luigismansion.com
mariogolf.net
marioparty.com
marioparty2.com
marioparty3.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com
nintendogamecube.com
nintendopower.com
papermario.com
pikmin.com
pokemon.com
pokemoncardgb.com
pokemoncrystal.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com.

An eerie night of fun frights takes Luigi out of the shadows and puts him into the GCN spotlight.

Luigi's™ Mansion



MIDNIGHT MADNESS

A strange contest, a missing brother and a mansion at midnight add up to thrills and adventure in Luigi's Mansion from Nintendo. Armed with a vacuum cleaner and a flashlight, Luigi must clean out the spirits from a huge haunted house to save Mario from the leader of the Boos. It's a little scary, kind of creepy and a whole lot of fun.

EVERYONE E CONTENT RATED BY ESRB

LUIGI IN THE LEAD

Leading a cast composed of spirits and one kooky professor, Luigi wins a contest without contestants. Could this be some kind of Boo-hatched trap? Luigi steps into the darkness, flashlight in hand, to find out.



He may be afraid of the dark and frightened by ghosts, but Luigi knows that he has to be brave.



Professor E. Gadd offers information and a tricked-out vacuum that'll help Luigi clean up.



The vengeful leader of the Boos already has one of the Mario Bros. and he's reaching for Luigi.



Tricked and trapped, Mario has left a collection of clues behind that will help Luigi save the day.

ETHEREAL ASSISTANCE

As you guide Luigi through his adventure, be sure to search the mansion's nooks and crannies for odds and ends that will help you capture stray spirits and survive close contacts with creepy creatures.



Helpful Hearts

Some ghosts pack a strong punch, that causes Luigi to reel. When your heart meter is depleted, you can find big and small hearts to refill the meter and bring Luigi back to full health.



Cash and Prizes

It's traditional for Mario and Luigi to collect gold coins on their adventures, but the stakes are much higher in Luigi's Mansion. The treasure includes bills, pearls, diamonds and gold bars.



Mansion Keys

After you clear a room of its spirits, you'll usually earn a useful item. More often than not, the item is a key to another room. Keep exploring and unlocking—Mario needs your help.



Saving Toad

You'll find Princess Peach's assistant, Toad, on several occasions on your quest to unravel the mystery of the mansion. Use Toad to save your progress onto a GCN Memory Card.



Shrinking Shroom

Contact with small, spotted mushrooms will cause Luigi to shrink and lose the ability to capture ghosts for a moment. When mushrooms pop up, keep your distance and wait for them to disappear.



Vacuum Attachments

Hidden within the walls of the mansion, you'll find three medals that can give your vacuum the power to take in and spit out different elements—fire, water and freezing mist.

HANDHELD HELP

Professor E. Gadd will hand over his variation of a popular portable system. Game Boy Horror (GBH) provides you with information and a radio connection to the professor.



Great Gadget

You can use your Game Boy Horror to view a map of the mansion, see the immediate area from a first-person perspective and gather clues. When the Boos escape, your GBH will help you find them.

BOO-BESTING BASICS

If you want to grab ghosts, you've got to have the right equipment and know how to use it. Listen to Professor E. Gadd's advice, catch the spirits off guard and carefully clean up every room of the mansion.

Light the Way



The mansion is dark and dusty—the way the Boos like it. Use your flashlight to shed light on your surroundings and freeze ghosts in their ethereal tracks. The beam shines brightly in haunted areas. You can shut it off by pressing the B Button.

Search for Secrets



There are hidden items and secrets in every room. You can uncover information and items by pushing, pulling, vacuuming and examining all of the mansion's many objects. You'll be rewarded with hearts and treasure.

Pulling Power

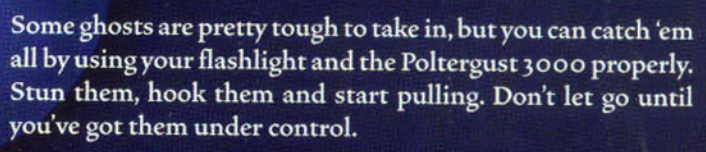


Professor E. Gadd's special vacuum, the Poltergust 3000, is designed to pull in spirit forms. When you freeze them with your flashlight, you can turn on the vacuum and capture them with suction. Some ghosts are easier to capture than others.

Leave No Drawer Unopened



You can check objects in your environment by tapping the A Button or unleashing the power of the vacuum. By opening cabinet doors and drawers and interacting with every object, you can trigger events and collect clues and items.



VACUUM TACTICS

Some ghosts are pretty tough to take in, but you can catch 'em all by using your flashlight and the Poltergust 3000 properly. Stun them, hook them and start pulling. Don't let go until you've got them under control.

Light Them Up



Ghosts don't like light. In fact, most of them freeze when you hit them with your beam. A vacuum-vulnerable ghost stops momentarily and shows its health meter. That's your cue to fire up the Poltergust 3000.

Reel Them In



When you hook onto a ghost with the suction power of your vacuum, you can pull it by manipulating the Control Stick and the C Stick. Keep pulling. When the spirit's meter is depleted, you'll capture it.

USE THE ELEMENTS

You can suck in and spray out fire, water and freezing mist with the power of medals. The only way to weaken some ghosts is with help from the elements. Burn, soak and freeze your way to a ghost-free mansion.

Throw Flames



The Fire Element Medal allows you to take in flaming spirits and release fire. In several instances, you can trigger events by lighting candles. You can also combat cold ghosts with a burst of flames.

Blast Water



With the Water Element Medal, you can capture liquid spirits and release water. You'll use the ability to spray water to extinguish flaming doors and fiery ghosts. You'll also use it to trigger your battle with a ghostly guard dog.

GHOSTS BY THE GAGGLE

The dark rooms of the mansion are packed with a variety of haunting hooligans. When you spot a particular spirit type, it will serve you well to know exactly how to deal with it. Take note of the ghost varieties as you explore.



Stun and Pull

Many of the ghosts that you encounter early on will be fairly easy to stun with your flashlight and pull in with your vacuum. Move quickly and keep your distance. At times, you can capture two or more spirits at once.



Don't Slip Up

The ghosts that resemble garbage cans are slightly more powerful than standard ghosts and quite a bit more slippery. Pick up the banana peels that the ghosts leave behind and pull them in carefully. If you slip, you'll lose your grip.



Shake Them Off

Some ghosts can sneak up behind Luigi and grab onto both of his arms, leaving him unable to use the vacuum. Move the Control Stick back and forth quickly to shake them loose, then stun them and pull them in.



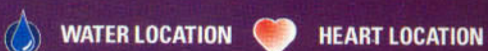
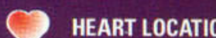
Elemental Extinguishing

Some ghosts don't stun easily. Look at their hearts. If they are surrounded by fire, you may need to douse them to make them vulnerable. Other ghosts weaken only if you hit them with fire or ice.

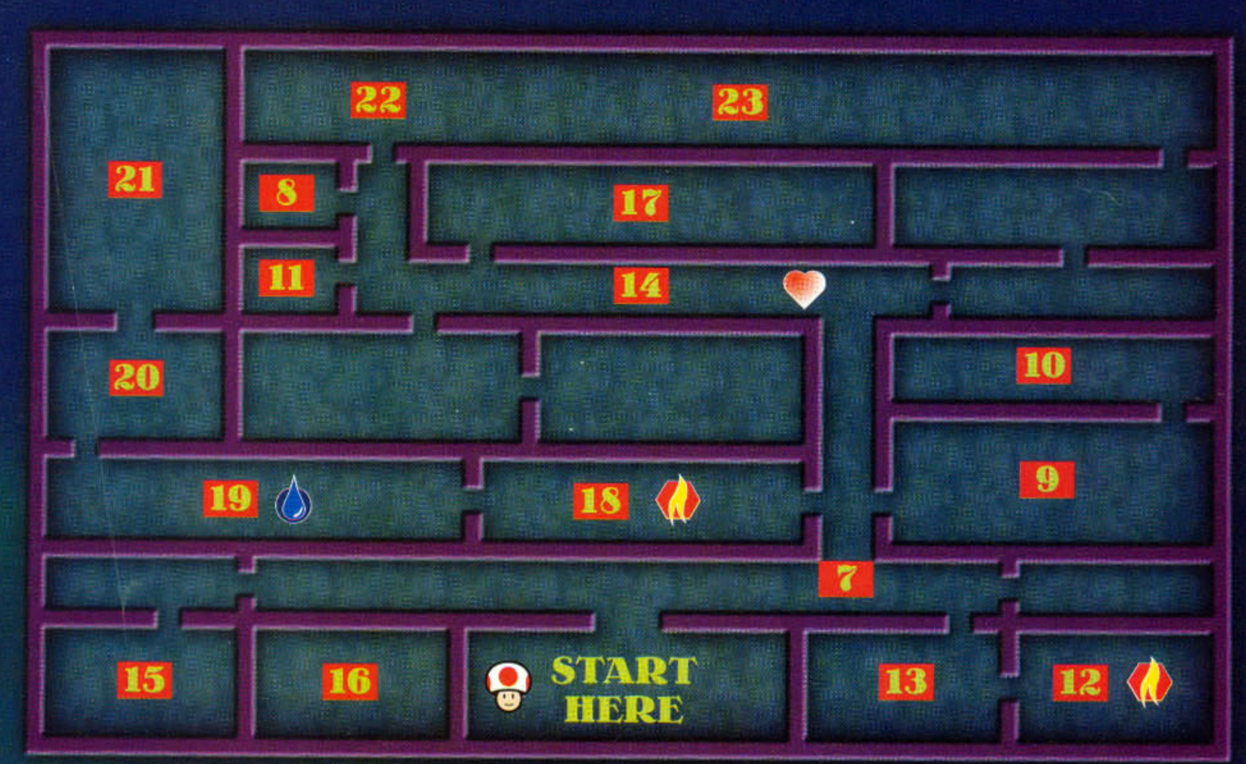
ENTER AND EXPLORE LUIGI'S MANSION

The mansion has three floors, a roof and a basement. This review covers the game's first two areas, which will take you through parts of the first and second floors. The maps below cover those areas. The darkened portions and those not pictured are beyond the scope of the review.

ICON KEY


2nd Floor Map



1st Floor Map

ENCOUNTERING E. GADD

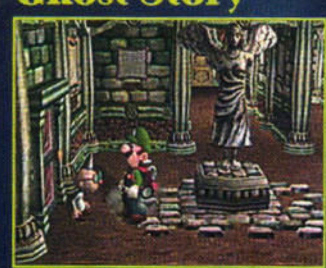
When you check the door at the top of the main staircase, then head downstairs again, the first key will appear. Use it to enter the parlor at the top of the stairs, where you'll discover Professor E. Gadd.

A Course in Collection



Professor E. Gadd will give you his Poltergust 3000 and teach you how to use it, in combination with your flashlight, to capture ghosts. After you've had some ghost-guzzling practice, you'll be ready to return to the mansion and start cleaning up.

Ghost Story



The professor will clue you in on the story of the mansion and its ghosts. You'll discover that King Boo has released several strong spirits from portraits and that Mario has disappeared. It's up to you to save Mario and capture the spirits.

THE HAUNT HUNT BEGINS

With the Poltergust 3000 on your back and the nozzle at the ready, you're prepared to start capturing ghosts. When you enter the mansion, talk to Toad then climb the stairs and begin your adventure in the parlor.

1 Dark Discovery



Aim the nozzle at the candles on each side of the portrait on the back wall of the parlor and use the vacuum's suction to blow them out. The ghosts in the room will come to life and attack. The battle begins.

Powerful Pull



As soon as you see a ghost, stun it with your flashlight and pull it in with your vacuum. When every spirit in the room is gone, the room will light up and a key will appear. Use the key to enter the next room.

2 No Escape



When you use the key from the parlor to enter the waiting room, a force field will keep you from leaving until you collect all of the ghosts in the room. Keep moving and cleaning.

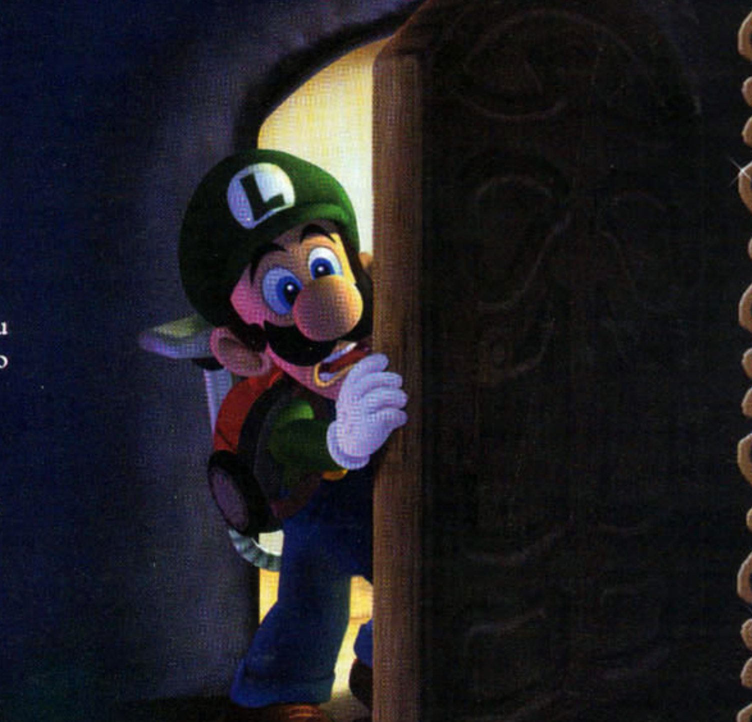
CLOSET HAUNTS

The route through the parlor and waiting room will lead you to the closet. There you'll discover more ghosts, a passage to Toad on the balcony and an out-of-the-way key.

3 Take out the Garbage



You'll encounter a ghost in the shape of a garbage can for the first time in the closet. Watch for the banana peels and pull it in. After you collect the ghosts in the room, open the wardrobes. More ghosts will pop up.



BOOKISH BOO

After you collect the key in the closet, you'll be ready to take on the gallery ghost in the study. Gallery ghosts are stronger and smarter than the random room haunts. Try to read them, then make your move.

4 Catch Him Napping



Neville, the ghost in the study, will disappear when you shine your light on him. You must catch it when the time is right. Suction up the flying books while you're waiting for the ghost to show his weakness.



When Neville yawns, he'll be vulnerable. Train your flashlight on him and power up your vacuum. If the ghost breaks loose, pick up the treasure he has left behind, then engage with him again.

FRIGHT NIGHT

If you can give Lydia, in the master bedroom, a good scare, you'll be able to pull her in with the power of your vacuum. The flashlight isn't enough. Search the room for something else that will frighten her.

5 Curtain Call



You can use the vacuum to pull tablecloths, bed sheets and even curtains. When you pull back the curtain close to Lydia, the wind rushing in through the window will frighten her. That's your cue to shine and suction.

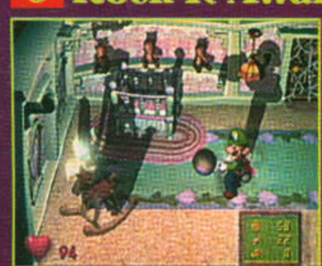


Grab the ghost with your vacuum when she's vulnerable. If you can hold on to her for a long time, she'll be more likely to drop larger pearls. Keep pulling, then clean up on the treasure when she's in the vacuum.

RATTLE BATTLE

When you leave the master bedroom with the key to the room across the hall, you'll hear the cry of Channcey. The temperamental toddler is young but powerful and resourceful. Search the room for hearts before you battle.

6 Rock It Awake



Use the suction power of the vacuum to rock the rocking horse in the nursery. The noise will wake Channcey. Grab his ball with the Poltergust 3000 and send it flying. When the baby catches the ball, the battle will begin.

Rocking Stampede



The first danger that you encounter in the crib arena is several low-flying rocking horses. Keep moving to avoid them and stay in the center of the arena when two horses fly in at the same time.

Ball Blast



When Channcey calls the bouncing balls with a shake of his rattle, stay out of the way. One ball will remain after the others disappear. Pick it up with the vacuum and release it so that it hits him.

Collection Cry



When the ball comes into contact with Channcey, the creature will bawl and you'll be able to pull him in with your Poltergust 3000. If he breaks free, avoid him as he bounces, then try again. Your reward is the pink key.

THE KEY LIFTS THE CURSE

After you talk to Professor E. Gadd in his lab and see the first gallery ghosts go back into their paintings, you'll reenter the mansion and use the baby's key to clear away the force field around the ground floor door.

7 Hallway Hijinx



When you walk up and down the hall on the ground floor, you'll encounter mice, bats and several surprising spirits. Catch them if you can, but be aware that they will come back to haunt you when you pass through the hallway again.

8 Bathroom Brawl



The ghosts in the bathroom will attempt to grab you if they get close enough. Shake them off and bring them in. When the room lights up, you'll find a key on a shelf. Pull it down with your vacuum.

DANCING DAZE

You'll encounter several tough ghosts in the ballroom. Before you enter, search the hall for hearts. Then take on the spectral Shy Guys, two at a time. If you try to capture all of the ghosts at once, you'll be overwhelmed.

9 Unmask the Shy Guys



The Shy Guys won't be affected by the beam of your flashlight as long as they are wearing their masks. Pull off the masks with your vacuum, then hit the Shy Guys with the beam and capture them.

Spin and Pull



After you collect the last of the Shy Guys, the turntables in the ballroom will begin to spin and a pair of dancers will materialize. You must be close to the dancers to see them. When they spin dramatically, shine the light and capture them.

RELEASE THE BOOS

King Boo was able to escape from one of Professor E. Gadd's paintings with help from a collection of smaller Boos. They're hiding. You must expose them and let them go before you can capture them for good.

10 Search the Storage



After you collect a few ghosts in the storage room, use the Game Boy Horror to examine the south wall. You'll find a button. Push it to make the west wall move and reveal another part of the room.

Another Button



Pull the poster off the north wall to reveal another button. When you push it, 50 Boos, led by King Boo, will escape from a hole in the floor. Boo collection will play a big part in your effort to find Mario and capture the king.

Boo Patrol



You can use the Game Boy Horror to find the missing Boos. The Boo Radar flashes yellow if there is a Boo in the room and red if you're very close. Use your Poltergust 3000 to make it materialize.

They're Here!

You'll find Boos in almost every room of the mansion. As soon as you light up a room, use your Game Boy Horror and your vacuum to seek and suction the ghosts. If a Boo escapes, you'll find it in another room on the same floor. Collect all 50 Boos to earn a valuable prize.

BOO BEGINNING

Begin your search for the Boos in the second floor rooms that you've already cleared. Boos hide from the light. You'll have to pull them from their hiding places with the vacuum. After you have collected five Boos, the professor will call to give you a clue.

11 Terrorized Toad



Once you have five Boos or more, you'll be able to enter the washroom and talk to Toad, who is hiding there. Check the toilet for a key.

A FORTUNATE DISCOVERY

When you enter the fortune-teller's room for the first time, there is little that you can do. You need a tool that is in the next room. Come back once you can light the fortune-teller's candles.

12 Ghostly Reflection



The room with the wall-to-wall mirror holds the key to lighting candles. When you see the ghosts in the mirror, shine the light at them and pull them in. You'll earn the Fire Element Medal. Use it to capture a Fire Element, then press the L Button to release a flame and light candles.

13 Fortune Shines on You



Light candles in the fortune-teller's room to make the key to the laundry room appear. Then focus the Game Boy Horror on the crystal ball and talk to Madame Clairvoya. She'll be instrumental in your search for Mario.

LOST LAUNDRY

The laundry room holds a clue. If you check the washing machine, you'll find one of Mario's lost items—his red cap. Clear the room, then seek out the butler.

14 Floating Fire



When you light the candles on the floating candelabra in the hallway, the butler will materialize. Follow him down the hall and into the laundry room. From there, he'll go into the butler's room, next door.

15 Butler Battle



You'll find the butler, looking disgruntled, in the butler's room. When he crosses his arms and starts complaining to himself, he'll be vacuum-vulnerable. Pull him in and don't let go. He'll drop pearls as he wriggles.

MAKE MUSIC

The reward for your struggle with the butler is the key to the conservatory. There you'll be able to play instruments and hear some familiar tunes.

17 One-Man Band



Interact with every instrument in the conservatory. They will begin to play as soon as you touch them and will work in concert to bring forth the sounds of the Super Mario Bros. theme.

When all of the instruments are blaring, Melody, the piano player, will appear and play a different song for you. If you can identify her song and capture her sheet music, you'll be able to see her heart and pull her in.



16 HIDDEN HOLE

There's a mouse hole on the east wall of the butler's room. When you select the hole with the Game Boy Horror and press the A Button, you'll earn passage to the treasure-filled hidden room.



SURREAL MEAL

You'll get the attention of the gluttonous ghost in the dining room when you light the candles on the table. Take away the ghost's food to make him vulnerable. You'll earn treasure when the meal is over.

18 Dinner Is Disturbed



After you light the candles on the table, focus the nozzle of your vacuum on the huge plate of food in front of the ghost. If other ghosts attempt to bring in another serving, suck them into the Poltergust 3000.

When the food is gone, the ghost will toss fireballs. When he tires, he will be vacuum-vulnerable. Move around to the ghost's side of the table and fire up the vacuum. You'll earn coins, bills and diamonds when the battle is over.

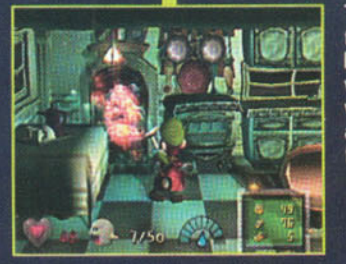
KITCHEN CHAOS

When you enter the kitchen, you'll be greeted by flying pots and fire. Pull the pots off the rack with your vacuum before the spirits pick them up. With the pots gone, you'll be ready to go after the ghosts.

19 Fire and Water



The ghost that you uncover in the refrigerator has a cold heart. The only way to damage it is to hit it with a blast of fire. Use a combination of fire and suction to whittle it down.



The reward from your battle with the kitchen ghost will be the Water Element Medal. Use it to pull in a watery spirit at the sink. Your water meter will fill up, giving you ammunition to extinguish the flaming door.

DOG FIGHT

The back door of the kitchen leads to a small yard with a ghostly guard dog and its doghouse. You'll get the dog's attention with two of its favorite things—a full bowl of water and a tasty bone.

20 Dish Delivery



Before you can make the ghost dog vulnerable to your vacuum attack, you've got to get the dog's attention. Use the faucet on the side of the house to fill your vacuum with water, then fill the dog's dish. The dog will take notice.

Give the Dog a Bone



Once the dog is active, a ghostly skeleton will appear. When you capture the skeleton, you'll plant a bone in the middle of the area. The dog will make its way to the bone and become vulnerable to your attack.

GRAVE SITUATION

After you've dealt with the dog, you'll be able to enter the doghouse by selecting it with the Game Boy Horror and walking close to the resulting air vacuum. You'll find a graveyard on the other side.

21 Wake the Dead



When you rattle the gravestones with the power of your vacuum, you'll trigger an attack by skeleton-like spirits. Avoid contact with the graveyard ghouls and try to pull them in one or two at a time.

Phantom Portal



Normally, when you clean out the ghosts in an area, a key or treasure will appear. When you clear the graveyard, an ethereal glow will surround one of the gravestones. Move toward the stone to transport to the next area.

SHADOW SHOWDOWN

Your battle with the spectres revolves around the fact that one of the ghosts you'll fight does not cast a shadow. You'll use the shadows of the other ghosts to make Bogmire, the shadowless one, vulnerable.

See-Through Spirits



The curious feature of most of the ghosts in the graveyard battle is that they cast shadows—even though they are transparent. The shadows are key. Pull them in with your vacuum.

Shadow Ball



When you have control over one of the spectre's shadows, hold it for as long as you can and search for the one spectre that has a pinkish hue and no shadow. That ghost, Bogmire, is your target.

Gum Up the Ghost



When you hit Bogmire with a shadow, darkness will surround it and it will struggle to break free. That's your cue to capture the ghost. Train your vacuum on it and start pulling it in.

Keep Pulling



Bogmire will put up a fight and try to break free as you pull it in. If you collide with other ghosts, you'll lose contact with the spirit. Run from the shadows as you go.

COURTYARD CHAOS

You'll find a lot of activity in the courtyard—flying fish, bubbling water and surprising spirits. You'll also find a hidden Toad and a letter from Mario in a birdhouse. Search the yard and be sure to use your vacuum everywhere you go.

22 The Back Forty



The ghosts of the courtyard are much like the hallway spirits. You can capture them, but they keep coming back. The one exception to that rule is the spirit that you will find at the bottom of the well.

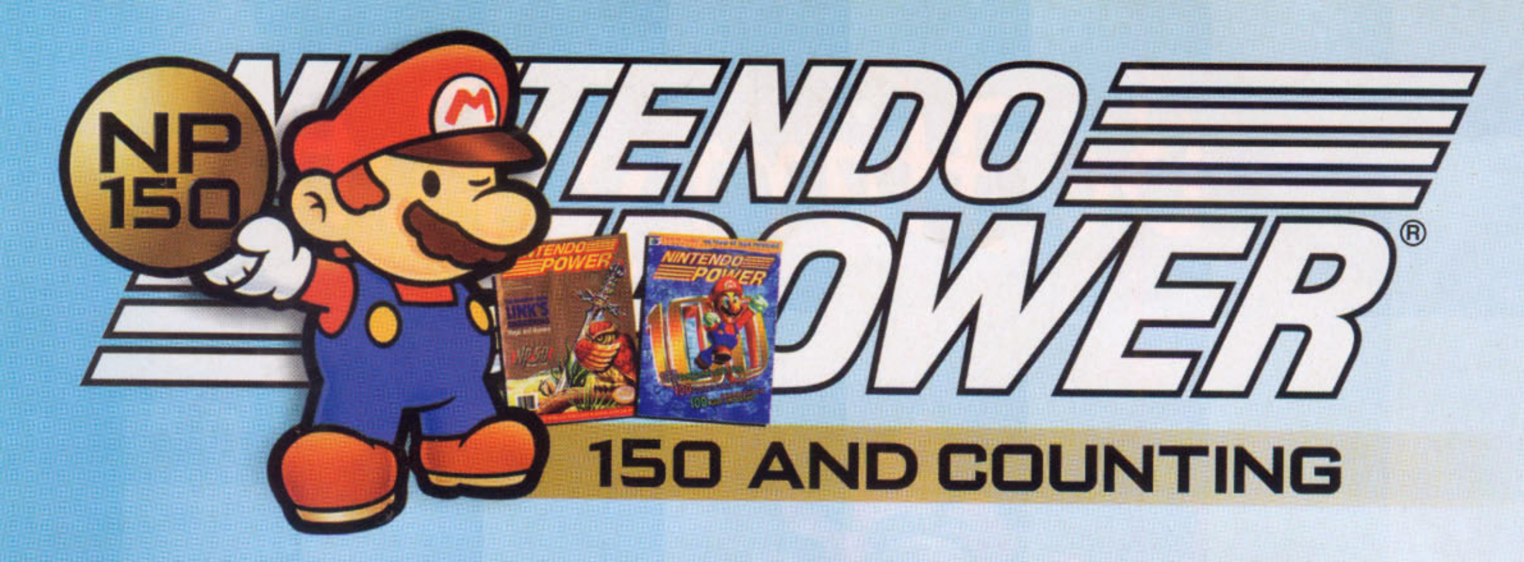
23 Deep Discovery



When you climb down into the well and peer through the hole at the end of the tunnel, you'll make a startling discovery: Mario is in the mansion and he desperately needs your help!

MISSING MARIO

Much of the mansion and many more spirit encounters still await you. When you collect five objects that Mario has left behind, Madame Clairvoya will point you in the right direction. You're on your way!



FROM THE HEYDAY OF THE NES TO THE DAWN OF THE NINTENDO GAMECUBE, NINTENDO POWER HAS PROVIDED NEWS ABOUT THE WORLD'S GREATEST GAMES. THIS MONTH, WE CELEBRATE OUR 150TH ISSUE AND WE'RE STILL GOING STRONG.

BIG BEGINNINGS

In the late 1980s, the skyrocketing popularity of the NES and games such as Super Mario Bros., The Legend of Zelda and Metroid brought millions of members to the Nintendo Fun Club. Every member of the club received the Nintendo Fun Club News, a quarterly newsletter that offered strategies and information about NES games and, among other things, introduced players to the infamous "Minus World" of Super Mario Bros. That was just the beginning. In July 1988, Nintendo Power, a 100-page-plus, full-fledged bimonthly magazine, made its debut. The name of the magazine played off Nintendo's slogan, "Now you're playing with power." After receiving the first issue as members of the club, more than a million readers signed up to become Nintendo Power subscribers. The first issue introduced players to huge strategy reviews and regular columns. It also marked the debut of Howard & Nester, a comic that followed the adventures of Fun Club President Howard Phillips and fictional fan Nester, a know-it-all gamer. The feature graced the pages of Nintendo Power for more than five years. In June 1990, monthly publication of Nintendo Power began, first with bimonthly Strategy Guides, then with regular monthly issues of the magazine starting at the beginning of 1991. Since than, we have continued to publish the magazine monthly along with a collection of Official Nintendo Player's Guides and, most recently, Nintendo Power Advance.





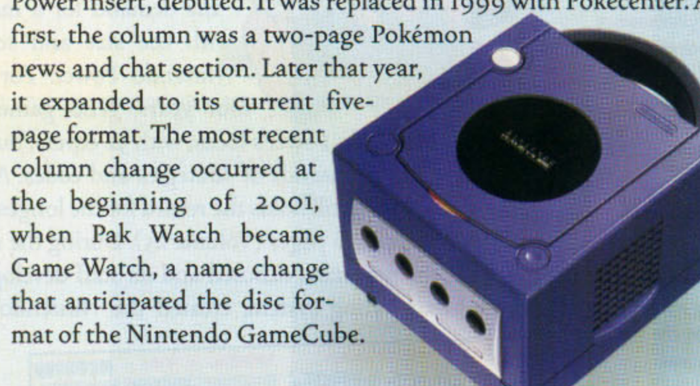
THE MORE THINGS CHANGE...

After 150 issues, every edition of Nintendo Power still includes Player's Pulse (formerly known as Mailbox), a forum for readers to speak their minds; Counselors' Corner, featuring answers to frequently asked game questions; Classified Information, dedicated to providing details on hidden game features and Game Watch (formerly Pak Watch), which provides news about upcoming games and hardware. Over the course of the magazine's history, some regular features have evolved, while others have come and gone. The section that features capsule reviews of games was first known as Video Shorts. In November 1989, it became the New Games section and, one year later, it turned into the Now Playing column. Another early section, the pop-culture movies and music report called NES Journal, disappeared at the end of 1990. It was replaced with regular articles on more game-related topics.

In 1992, we added 16 pages of Nintendo-related comics to every issue. The first comic subjects were Super Mario Bros. and The Legend of Zelda. Since then, our comics have entered the Metroid, Star Fox and *Star Wars* universes and, most recently, the world of Pokémon. In 1995, we debuted Epic Center, a section dedicated to RPGs and sims. Not only did Epic Center provide game strategies, it also featured several "making of" articles and interviews with RPG developers. In 1998, Pokémon Power, a Nintendo Power insert, debuted. It was replaced in 1999 with Pokécenter. At first, the column was a two-page Pokémon news and chat section. Later that year, it expanded to its current five-page format. The most recent column change occurred at the beginning of 2001, when Pak Watch became Game Watch, a name change that anticipated the disc format of the Nintendo GameCube.

CURRENT COLUMN DEBUTS

- **Counselors' Corner** - *July 1988 Volume 1*
- **Classified Information** - *July 1988 Volume 1*
- **Player's Pulse** *(formerly Mailbox) - July 1988 Volume 1*
- **Game Watch** *(formerly Pak Watch) - July 1988 Volume 1*
- **Now Playing** - *November 1990 Volume 18*
- **Pokécenter** - *April 1999 Volume 119*
- **Game Boy A-Go-Go** - *December 1999 Volume 126*
- **Nintendo Online** *(formerly NP Online) - August 2000 Volume 135*



COVER COVERAGE

The goal of every Nintendo Power cover is to grab readers with a powerful image that showcases one of the issue's featured articles. In the early days of the magazine, scenes from featured games were created with clay figures, models and mannequins for the cover. The first cover that presented illustrated characters was the May/June 1989 Teenage Mutant Ninja Turtles cover. In January 1990, we featured Jack Nicholson as Batman's The Joker, our first cover celebrity. In April 1992, "Hollywood" Hulk Hogan became the first sports-related figure to appear on the cover. We placed a Super NES Controller in Hogan's hand to better tie the image to the World Wrestling Federation Super Wrestlemania game featured in the issue. In February 1998, Hogan appeared on the cover again, only with an N64 Controller in his hand to celebrate our WCW vs. nWo review. We have twice published an issue with multiple covers. The four *Star Wars*: Shadow of the Empire covers for Volume 92 in January 1997 depicted four different *Star Wars* characters. The four *Star Wars*: Episode I: Racer covers for Volume 120 in May 1999 showed four *Star Wars* vehicles.

NINTENDO POWER COVERS BY THE NUMBERS

32 *The number of NES games that have been featured on the cover of Nintendo Power. The longest streak of NES covers was 26, broken by a Game Boy cover for Volume 27.*

44 *The number of Super NES games on the cover, the first of which was Super Mario World (Volume 28).*

54 *The number of Nintendo 64 games on the cover. Volumes 101-124 represented a 24-cover streak for the system.*

3 *The number of times that Ken Griffey Jr. has appeared on the cover. Griffey is the sports star to be most frequently featured on the Nintendo Power cover. Other sports stars who have been featured include Brett Favre and wrestlers Mankind, "Stone Cold" Steve Austin and "Hollywood" Hulk Hogan.*

1 *The number of arcade games that have appeared on the cover. The honor goes to the arcade version of Killer Instinct 2.*

17 *The number of times that Mario has appeared on the cover. He is, by far, our most popular subject.*

48 *The number of consecutive Nintendo Power covers that included art on the spine, from January 1997 through December 2000. Put them all together to see images of Mario, Link, DK and Lugia.*

7 *The number of covers that have featured Pokémon games: Pokémon Snap! (Volume 121), Pokémon Yellow: Special Pikachu Edition (125), Pokémon Stadium (130), Pokémon Gold and Silver (136), Hey You, Pikachu! (138), Pokémon Stadium 2 (142) and Pokémon Crystal (147).*

NINTENDO ENTERTAINMENT SYSTEM

NP 150

"Nintendo Power is created by video game experts for video game enthusiasts…with in-depth tips, tricks and game reviews on all the best video games you play on your Nintendo Entertainment System." - Volume 1

1988

July—Nintendo Power debuts with clay models of Mario and Wart on the cover. The debut of the magazine marks the first appearances of Counselors' Corner, Classified Information and Pak Watch.

1989

March—The Power Meters are introduced, offering a way to compare the quality of NES games.

May—Game Boy is first mentioned in the pages of Nintendo Power. The system debuts in August.

1990

April—The Now Playing column debuts.

June—The first stand-alone Nintendo Power Strategy Guide, featuring 84 pages of Super Mario Bros. 3 coverage, is published.

1991

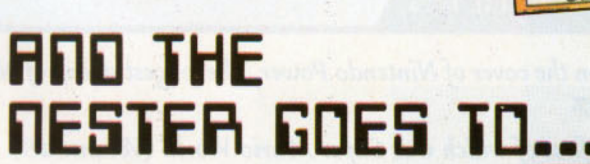
January—Monthly publication of Nintendo Power begins.

August 1991—The Super NES debuts, along with Super Mario World, PilotWings and F-ZERO.

CONTINUED...

The popularity of the Nintendo Entertainment System created the demand for a magazine with the size and scope of Nintendo Power. For nearly four years, NES games were Nintendo Power's focus, with 32 covers, hundreds of reviews and thousands of strategies and codes. An NES game, Battletoads, still holds the record for the longest single strategy review at 36 pages (Volume 25). During the reign of the NES, the magazine debuted and its staff developed the Power Meter rating system, created the Nintendo Power awards and published the first Strategy Guides. The final NES game featured on the cover was Battletoads & Double Dragon in June 1993 (Volume 49). The last NES game reviewed in the magazine was Wario's Woods in October 1994 (Volume 65). In November 1995 (Volume 78), we published a 10th anniversary retrospective for the NES, which featured a fictional history of NES accessory R.O.B. (Robotic Operating Buddy) and lists of Top 10 NES games from the years 1988 and 1994. The Legend of Zelda topped both lists.

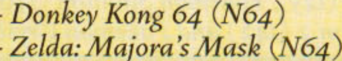




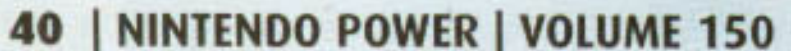
AND THE NESTER GOES TO...

The end of the year has always been cause for Nintendo Power to look back at the past year's games and reward those games that represent outstanding achievements. For the first few years of the Nintendo Power Awards—nominated by the staff, voted on by the readers—we referred to the prizes as the "Nesters," a nod to the Motion Picture Academy's "Oscars." Categories change from year to year. They have included "Funniest Game," "Coolest Vehicle" and "Most Unruly Game Title." One category that has always been part of the awards is "Best Overall Game." To the right are the yearly winners of that category.

1988	- *Zelda II: The Adventure of Link (NES)*
1989	- *Teenage Mutant Ninja Turtles (NES)*
1990	- *Super Mario Bros. 3 (NES)*
1991	- *Super Mario World (Super NES)*
1992	- *Street Fighter II: The World Warrior (Super NES)*
1993	- *Mortal Kombat (Super NES)*
1994	- *Donkey Kong Country (Super NES)*
1995	- *Chrono Trigger (Super NES)*
1996	- *Super Mario 64 (N64)*
1997	- *GoldenEye 007 (N64)*
1998	- *Zelda: Ocarina of Time (N64)*
1999	- *Donkey Kong 64 (N64)*
2000	- *Zelda: Majora's Mask (N64)*





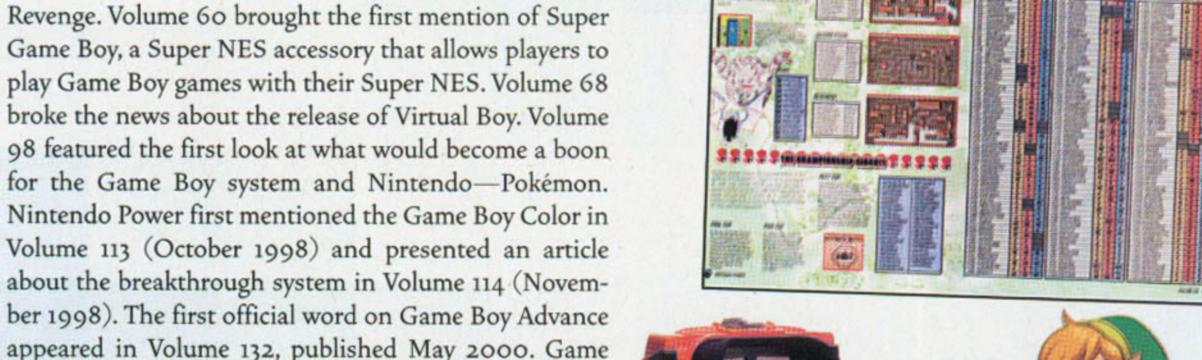


GAME BOY

> *"The Poke-Mon (pronounced 'poh-kay-mon,' short for Pocket Monsters) phenomenon in Japan must be seen to be believed." - Volume 98*

The Pak Watch column for the May/June 1989 issue let Nintendo Power readers know for the first time that a revolution in portable gaming was about to begin. Game Boy was on its way. Of course, that was just the beginning of Game Boy coverage in Nintendo Power. In 1990, Game Boy reviews became a regular part of the magazine, and in August 1991 (Volume 27), Nintendo Power featured a Game Boy game on the cover for the first time—Mega Man in Dr. Wily's Revenge. Volume 60 brought the first mention of Super Game Boy, a Super NES accessory that allows players to play Game Boy games with their Super NES. Volume 68 broke the news about the release of Virtual Boy. Volume 98 featured the first look at what would become a boon for the Game Boy system and Nintendo—Pokémon. Nintendo Power first mentioned the Game Boy Color in Volume 113 (October 1998) and presented an article about the breakthrough system in Volume 114 (November 1998). The first official word on Game Boy Advance appeared in Volume 132, published May 2000. Game Boy, Game Boy Color, Virtual Boy and Game Boy Advance have accounted for a total of 15 Nintendo Power covers. Game Boy Advance is now the subject of its own quarterly publication, created by the designers and writers of Nintendo Power. The third issue of Nintendo Power Advance will be published later this year.





1992

April—Groundbreaking Super NES title, The Legend of Zelda: A Link to the Past, debuts.

November—Super Mario Land 2 marks the debut of Wario.

1993

June—Battletoads & Double Dragon is the last NES game to appear on the cover.

July—Nintendo Power celebrates a milestone with its 50th issue.

1994

May—Nintendo Power Source goes online.

November—Donkey Kong Country becomes the first Super NES game to feature primarily computer-modeled graphics.

1995

August—Virtual Boy, a 3-D game system that uses vector graphics, is released.

November—Nintendo Power celebrates 10 years of the NES.

CONTINUED...



THE DISH ON CELEBRITY PROFILES

From 1988 through 1992, nearly every issue of Nintendo Power included a question and answer session with a Nintendo game fan, who also happened to be a celebrity. Celebrity Profile (a.k.a. Celebrity Player Profile) started with Kirk Cameron (of "Growing Pains" fame) in Volume 1. Other featured celebrities included Macaulay Culkin, Edward (then known as "Eddie") Furlong, Tim Allen, Jay Leno, Ken Griffey Jr., Bart Simpson and Will Smith. Two separate Celebrity Profiles featured actors from "Star Trek: The Next Generation"—Michael Dorn and Wil Wheaton. The Celebrity Profile section ended with Volume 43 to make way for more game-related material.



SUPER NINTENDO ENTERTAINMENT SYSTEM



NP 150

"With the ability to rotate and zoom-in to objects, to manipulate as many as 128 moving characters at once and to present a real-sounding, fully orchestrated soundtrack, the Super NES is more than just a standard NES with better graphics—it's a whole new kind of game system." - Volume 25

1996

June—The Nintendo 64 system is featured on the cover for the first time.

September—The Nintendo 64 is released, along with such future classics as Super Mario 64 and Wave Race 64.

1997

April—Game Boy Pocket makes a splash in the world of portable game systems.

June—The N64 Rumble Pak adds a new dimension to the N64 gaming experience.

September—Nintendo Power publishes its 100th issue.

1998

June—The Game Boy Camera and Printer give Game Boy fans a new way to express their creativity.

July 1998—Nintendo Power celebrates its 10th anniversary.

November—Game Boy Color debuts.

CONTINUED...



The era of the Super NES began in June 1991 (Volume 25) with an article titled "Introducing the Super NES." In September 1991, Super Mario World became the first Super NES game to appear on the cover (Volume 28). The first full year of Super NES coverage, 1992, brought the new system to the forefront with massive coverage of The Legend of Zelda: A Link to the Past, Street Fighter II: The World Warriors and Super Mario Kart. In Volume 42, published November 1992, Nintendo Power readers first learned about the Super FX chip, a technological breakthrough that made 3-D style games, such as Star Fox, possible. The longest consecutive string of Super NES covers occurred on Volumes 62 through 71. The last Super NES cover (Volume 90) featured Donkey Kong Country 3 in November 1996. The last Super NES review covered Timon and Pumbaa's Jungle Games in October 1997 (Volume 101).





YOU'RE GIVING AWAY A WHAT, NOW?

To celebrate Nintendo Power's 150th issue and the November 18th launch of Nintendo GameCube, this issue's Player's Poll Contest will reward 50 lucky winners with Nintendo GameCube systems. Over the history of Nintendo Power, the Player's Poll Contest has received millions of entries and given away tons of prizes. In fact, the Player's Poll Contest prize in Volume 97 (June 1997) was actually a ton of pennies ($3,628.77). Among the other prizes that Nintendo Power has awarded are thousands of games, several arcade machines (including Killer Instinct, Suzuka 8 Hours and NBA Hangtime) and dozens of trips. Among the most notable trips were a Final Fantasy adventure in the British Virgin Islands and the chance to go one-on-one with NBA legend Charles Barkley. Nintendo Power has also given away three cars, a pair of go-carts and a golf cart, and props from several movies, such as Bill and Ted's Phone Booth from Bill and Ted's Excellent Adventure, *Ripley's Cryotube from* Alien 3 *and Leonardo's inventions from* Hudson Hawk.





> "You've heard about the light at the end of the tunnel? The debut of the Nintendo 64 in Japan appeared more like a supernova exploding in your face." - Volume 80

First mentioned with the code name "Project Reality" in November 1993 (Volume 54), the Nintendo 64 is the system that has enjoyed the most Nintendo Power coverage. The name Nintendo Ultra 64 first appeared in July 1994 (Volume 62). Volume 73 treated readers to the first pictures of the new system, and Volume 79 revealed the Nintendo 64 logo and dropped the "Ultra" in the system's name for the first time. Volume 85, published in June 1996, brought Nintendo Power's first Nintendo 64 cover. Volume 94 gave Nintendo Power readers a first exclusive look at Zelda III for the Nintendo 64 and Volume 100 called Super Mario 64 the best game of all time. In Volume 106, Pak Watch broke the news that Zelda III would be called The Legend of Zelda: Ocarina of Time in a piece titled "What's an Ocarina?" The Legend of Zelda: Majora's Mask was first referred to as Zelda Gaiden in its first Nintendo Power mention (Pak Watch, Volume 125). The game was "unmasked" as The Legend of Zelda: Majora's Mask in Volume 132 and appeared on the cover for Volume 137. Nintendo 64 coverage continues, but it has been nearly eclipsed by the appearance of Game Boy Advance and Nintendo GameCube games.

1999

April—The Pokémon phenomenon reaches a new level of popularity with the introduction of monthly column Pokécenter.

December—Game Boy a-Go-Go debuts.

2000

August—The Nintendo Online column appears in the magazine for the first time.

November—Zelda: Majora's Mask is released.

2001

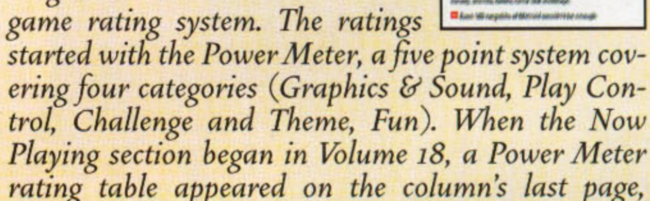
March—Zelda: Majora's Mask sweeps the 2000 Nintendo Power Awards.

June—Game Boy Advance marks a new level of sophistication for portable game systems. Nintendo Power Advance debuts.



A REVIEW OF THE RATINGS

One of the most important functions that Nintendo Power performs is letting readers know which games are the most fun to play and how games compare to each other. The first way that Nintendo Power fulfills that function is by offering strategy reviews of what we consider to be the best games. Since the March/April 1989 issue, the magazine has also included a game rating system. The ratings started with the Power Meter, a five point system covering four categories (Graphics & Sound, Play Control, Challenge and Theme, Fun). When the Now Playing section began in Volume 18, a Power Meter rating table appeared on the column's last page, allowing readers to compare the ratings and features of recent releases quickly. The column was redesigned in Volume 44 to offer capsule reviews, which featured the plusses and minuses of each game. Volume 100 brought a new Now Playing column, with comments from Nintendo Power staffers and a 10-point rating system. In January 2001 the rating system was paired down to a five-star system.







POWER ON

While 150 issues is a benchmark that deserves reflection, this is no time to slow down. We've been covering Game Boy Advance for several issues, and Volume 150 brings the first collection of strategy reviews for Nintendo GameCube titles to the magazine. A new era in Nintendo game systems has begun, and Nintendo Power will continue to give you the latest news, tips and info straight from the pros.

SUPER SMASH BROS.™ MELEE

Don't be waylaid by Melee! Use our handy, posteriffic guide to study some of the many modes, characters and extras that make Super Smash Bros. Melee one of the most highly anticipated games for the Nintendo GameCube. Super Smash Bros. Melee is the kind of update every great game deserves–it's bigger, faster and prettier than its little bro for the N64. There's more of everything, from mascots to secrets.

1-P MODE

There are several ways to play Super Smash Bros. Melee, even if you're going it alone. In Classic Mode, players battle through some stages and break targets in others. Adventure Mode combines side-scrolling elements with more traditional fighting areas. There are several more 1-P modes.



Link can use all of his Super Smash Bros. skills against the Redead that populate part of the Underground Maze level in the Adventure Mode. Other unfriendly but familiar faces show up in the Underground Maze as well.



It's a tough climb to the summit of the Adventure Mode, but persistence pays off. Along the way, you'll see all sorts of areas, some of which are similar to some characters' "home stages" and others that don't appear anywhere else in the game.

Peach

Peach is a bruisin' babe. Her attacks pay homage to her history in games like Super Mario RPG: Legend of the Seven Stars and Super Mario Bros. 2.

Fox



The fightin' Fox is a force to be reckoned with, once you're used to his moves. He can still use his futuristic Blaster Shot and his helpful Reflector move.

Samus

The glorious lady of Super Smash Bros. is back for the sequel. This sister has no problems beating up her bros. with her explosive weaponry.

Kirby





The little pink puffball has many guises—he can vacuum in his opponents and absorb some of their attributes, including their headgear.

Link



Link's Spin Attack is highly effective in Super Smash Bros. Melee and works just as well as his Smash Attacks to send the competition flying.

DK





Super Smash Bros. Melee's brown bomber has brute force on his side. He can smash opponents into the ground, which temporarily disables them.



Push Up on the Control Stick to jump.

Hold down the R Button or the L Button to use your shield.

Push and hold the Control Stick Left or Right to move in that direction.

Press the A Button to punch.

TOURNAMENT MELEE

One of the most exciting developments in Super Smash Bros. Melee is the Tournament Melee Mode. You can set up tournaments for up to 64 participants, with or without computer players. You can choose the number of combatants in each round, the way the stages are selected and much more. Of course, only four players can fight at one time.

Friends battle friends in the many variations in Tournament Melee Mode. Sheik and Link battle it out one-on-one. Two, three or four players can battle at once, depending on the number of players participating in the tournament and your preference.



DK battles a bunch of buddies in Onett. Power players work well in tournaments, but every character has something recommending it. Try as many characters as you can to see which ones work for you.



Press B to launch one of Mario's Fireballs.

Push Left or Right on the Control Stick and press B at the same time to snap Mario's cape at an enemy.

EXTRAS

Super Smash Bros. Melee is a complex game with plenty to offer and many secrets to figure out. There are trophies to win, hidden characters to unlock and loads of other features for one or more players to discover. There are more modes than we have room to talk about, lots of new items and several detailed stages. It's sure to be a smash!

Players can use the coins they earn from game play to try to win trophies from a gumball-machine-type device. The trophies feature loads of interesting information about characters and items from Nintendo's glorious games past.



We're not sure what's going on in the Kanto Pokémon Stadium, but we do know that a lot of Pokémon have suddenly escaped from their Poké Balls and have made their way onto the field. As in Super Smash Bros., their attacks can be annoying.

VS. MODE

Grab your buddies for a super smash bash. One to four players can battle in Melee Mode and Special Melee Mode. The two modes offer different takes on the traditional multiplayer fighting game, allowing you many options for your group fighting needs. Check out the Tournaments section for more multiplayer info for up to 64 players.



Melee Mode allows one-to-four players to battle it out for supremacy. The Custom Rules option allows you to change the many variables available, from time limit to handicaps and stage selection.

While the Melee Mode gives you the ability to change the levels to suit your mood, the Special Melee Mode is a bit more fixed. You'll battle under special conditions, some of which you can't set up any other way.

Ice Climbers



Ice Climbers are a two-for-one deal. Popo and Nana play together, but you control only one. The other Ice Climber will battle by your side automatically.

Ness



Earthbound's pluckiest finally has a stage to call his own in Super Smash Bros. Melee. Watch out for the cars!

Bowser

Raging bully Bowser makes his fighting game debut in Super Smash Bros. Melee. The king of mean is slow but very, very strong.

Pikachu



The electricity is still flying from Pikachu's cherubic cheeks. Players familiar with the sparky sparrer from the first game are in for a bit of a shock this time around.

Captain Falcon



The raging racer returns in Super Smash Bros. Melee. Captain Falcon now has a track—well, stage—of his very own.

Yoshi





The lean, green fighting machine is back for more mascot melee action. Yoshi keeps on fighting 'til he's dino-sore.




SUPER SMASH BROS.™
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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET












MUNCHIN' SOME GRINDAGE

Tony Hawk's Pro Skater 2 is a great game, but there is no game that couldn't be improved with a few well-placed codes. In the case of THPS2, Activision goes huge, coming through with exactly the kind of tricks that code geeks crave. Some make the game easier, while others are just plain crazy. To enter any of the following codes—which will work in any mode—simply pause the game. After you've entered a code, the pause menu will shake if you've done it correctly. You can use as many codes as you want at once. If for some reason you want to return things to normal, just enter the code again to turn it off.

CODE	EFFECT
HOLD L AND PRESS ▼, ▼, ▼, ▼, ◀, ▶, →	10X TRICK POINTS
HOLD L AND PRESS ◀, ▼, ▲, →, ▶, →	INFINITE SPECIAL METER
HOLD L AND PRESS ▼, ◀, ▶, ◀, ↑, ▼, ↓, →, ▼, ▼	DOUBLE MOON PHYSICS
HOLD L AND PRESS ▲, ↓, ←, ◀, ▼, ▲, ▶	SLOW-NIC MODE
HOLD L AND PRESS ↓, ↑, ▲, ◀, ↓, ↑, ▲	ALL STATS AT 10
HOLD L AND PRESS ▼, →, ↓, ◀, ▼, ▲, ▶, ◀	PERFECT BALANCE
HOLD L AND PRESS ◀, ▼, ▲, ↓, ↑, →	TURBO MODE

HELP ME, I'M FALLING

Once you've enabled Double Moon Physics, it's no trouble at all to make like the cow and set your sights on the moon. Even the smallest kick off the ground is enough to launch you to new heights.



WELL, ISN'T THAT SPECIAL

Let's face it, trying to keep the special meter full is a pain. With the Infinite Special Meter code, you can keep your special meter maxed out and make all of those super tricks a breeze. Right out of the gate, you can twist and spin to the max.



WHO'S DA MAN?

Once you have all of the codes plugged in, earning amazingly high scores is easier than falling asleep in class. Even the early courses become fresh again when you can jump to the ceiling and get a new perspective on them.



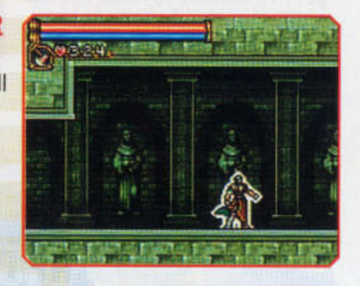


DEALING OUT FREE CARDS

Castlevania is a tough game, so any help navigating Dracula's crib is generally welcome. The following code lets you use any DSS card combo, even if you don't have the required cards. Select any Action-Attribute card pair that you've acquired. While you're playing, enable the card combo but pause the game before it finishes activating. Go back to the DSS screen and highlight the card slots for the cards you wish you had. Once you unpause the game, you will have the combo for the slots you highlighted. The combo will stay activated until you turn it off or return to the DSS screen.

GET THE POWER OF THE GLOW

Once you activate a combo, you will glow a second or two before it activates. During that interval is when you want to pause the game and select your new DSS card combo—composed of cards you don't yet have.



WWF BETRAYAL

SMELL WHAT THE ROCK IS COOKING

The Rock and Steve Austin may be tough, but they are only human. Use the following code to turn them into godlike grapplers. On the Title screen, choose Continue, then enter 4232 as the password. Once you've entered the code, you will see the Debug menu, which allows you to choose your starting stage and turn on God Mode. With this mode enabled, your wrestlers will never run out of energy—even against the toughest foes.

DEBUG THIS!

In the Debug menu, use the A Button to turn on God Mode and to choose your starting stage. Remember, enter 4232 as the password. You'll be good to go.



THE POWERPUFF GIRLS Battle Him

THAT'S POWERPUFF, NOT POWDERPUFF

This month we have a bevy of very useful codes for The Powerpuff Girls: Battle Him. Remember to enter the codes on the Enter Secrets screen then activate them on the Use Cheats screen. Keep in mind that you can use only one code at a time. Also, since each of the codes is so great, you may have a hard time deciding which one to use. Just don't make the mistake of calling the diminutive heroines the "Powderpuff Girls," or you may find out the hard way why their name includes the word "power."



UNLIMITED BUBBLES

If you keep losing your lives, use the code to keep Bubbles bubbly. Enter the secret word UNDEAD—your troubles will be over. Nothing will stop you from saving the day.



I HAVE THE POWER

Use the word PHONECARD to give yourself unlimited Super Attack. Nothing discourages the bad guys like repeatedly pounding them with special attacks.



FLIGHTS OF FANCY

It's cool to fly through the air but always a bummer when you come down. With this code, you can stay airborne for as long as you like. Use the word JETFUEL to activate unlimited flying power. You'll be soaring through the game.



For more top secrets, infiltrate Nintendo's Code Bank at www.nintendo.com/codes/index.html

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑  BIG CHEAT   WACKY HOT  JUST FOR FUN  SENT BY READER

San Francisco RUSH 2049

NOTHING LIKE HAVING A FULL SET

As fun as having codes can be, it's horrible to have a cheat menu with codes that you can't activate. We understand—and did our homework and found the remaining codes for the hidden cheat menu of Rush 2049. In case you missed the code that unlocks the menu, we've included the trick to accessing it, too. As for new codes, we've included an All Tracks cheat, which opens all normal tracks, all stunt tracks and the obstacle track. Highlight the cheat you want on the cheat menu then quickly enter the code.

CODE	EFFECT
ON MAIN MENU, HOLD L + R + ▲ + ▶, AND PRESS Z.	ENEABLES CHEAT MENU
HOLD Z + ▼, THEN RELEASE. HOLD L + ◀ THEN RELEASE. HOLD R + ▲, THEN RELEASE. HOLD Z + ▶, THEN RELEASE.	CONES TO MINES
HOLD L + R, THROUGHOUT. HOLD Z + ▲ + ▶, THEN RELEASE. HOLD Z + ▼ + ◀, THEN RELEASE. HOLD Z + ◀ + ▲, THEN RELEASE. HOLD Z + ▼ + ▶, THEN RELEASE.	ALL TRACKS
PRESS ◀, ◀, THEN HOLD L + R + ▶.	FRAME SCALING
HOLD Z + ▼ + ◀ + R AND RELEASE. HOLD Z + ▶ + ● + L AND RELEASE. THEN PRESS Z, Z, Z.	TIRE SCALING

I'M NOT FAT

Ever feel frustrated because the cars in rush 2049 aren't big enough? With the Frame Scale code, you can increase the size of your car and maybe your ego, too.



OBSTACLE SCHMOBSTACLE

Use the All Tracks code to open a new, very challenging type of track—an obstacle track. You'll get five minutes to finish one lap of the monster. Try it and see how good a driver you really are.



Pokémon

CODE COP

ORANGE CRUSH

I get a lot of questions about how to get to the Orange Islands in the Pokémon games, since they appear in the Pokémon cartoon series. The Code Cop is here to tell you that you can stop wasting your time. Lots of rumors suggest that you can get to the Orange Islands by going above Pokémon Bill's place in Pokémon Red, Blue and Yellow. Others mention taking the S.S. Anne or S.S. Aqua to sail your way to Pokémon bliss. The truth is that the Orange Islands do not exist in any of the games.



While we all may dream of taking a pleasant cruise that ends in a vacation on the Orange Islands, it is just not possible.

The Flintstones Burgertime in Bedrock

DO THE FLINTSTONE FLOP

Here are a few codes to help you get the drop on the troublesome pests that appear in your Stone-Age food. Keep in mind that the passwords are composed of enemies from the game. If you want to try your luck at Level 3, enter Gator, Gator, Snake and Gazoo. To jump to Level 4, enter Frog, Fly, Snake and Gazoo. Finally, to skip to the end at Level 6, enter Gazoo, Dino, Fly and Gator.

NEVER SMILE AT A CROCODILE

Remember which character is which when entering passwords. You'll be flipping burgers with the best of them.



Rayman Advance

RAYMAN CALLING

Being able to move to the world of your choice is a great way to avoid the hassle of having to play through the early levels—simply jump to your favorite area. With these two codes, you can not only jump to the level of your choice but you can also stock up on Blue Tings, bringing you that much closer to a free life. Pause the game, enter one of the codes, unpause the game and experience the joy you have found.

STUMBLE TO THE RIGHT

To open all the levels, pause the game then press Up, Left, Right, Down, Right and the L Button. You won't see any new open levels on the Stage Select screen, but you can walk to them if you know where to find them.



TINGS ARE LOOKING UP

Ever found yourself a few Blue Tings short of an extra life? With this code, you can get 25 Blue Tings. Pause the game, then press the R Button, Up, Left, Right, Left and the L Button. When you resume play, you will have 25 additional Blue Tings.



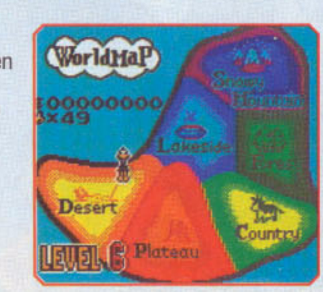
Daffy Duck "Fowl Play"

DAFFY DOES IT

Even though Daffy Duck: "Fowl Play" is a great game, it contains a few tough spots. With the right password, though, anyone can master it. If you use the password RT3J, you will begin on the final stage with 49 lives in reserve. On the down side, you won't have any money when you begin.

FOWL PLAYING

You won't have any money when you begin, but with so many lives in reserve, it shouldn't take you long to earn some serious cash.



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Your secret's safe with us. Send your codes to classified@nintendo.com or to the address above.

Harry Potter and the Sorcerer's Stone

WELCOME TO HOGWARTS

HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY

FALL COURSE CATALOG 2001

Congratulations on being accepted to Hogwarts School of Witchcraft and Wizardry! As you read through the course catalog, you'll learn about the classes, activities and safety concerns at Hogwarts. (Anyone with a Game Boy Advance and a Harry Potter and the Sorcerer's Stone Game Pak may apply to the school.) You'll study magic, make friends, compete for house honors and partake in the rich culture of the school. So hop on the Hogwarts Express for the experience of a lifetime.



Cinema scenes and dialogue boxes reveal mysteries and school ceremonies, such as the ceremony of the Sorting Hat.

Enter the halls of Hogwarts and follow in the footsteps of Harry Potter—the only person to stand up to You-Know-Who and live!



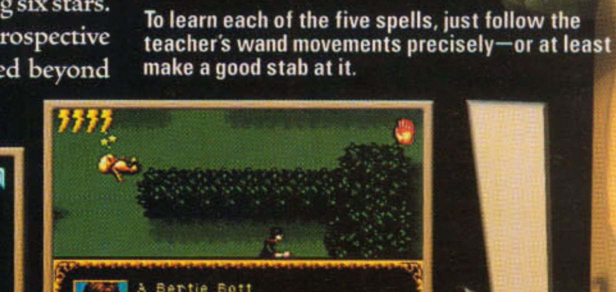
Professor Quirrel's popular Defence against the Dark Arts class provides basic lessons and spells intended to keep students safe and sound when faced with dark magic, curses and the sorts of nasty surprises left by You-Know-Who. Instruction begins with rote memorization of wand movements for casting the useful spell, Flipendo. Once they've mastered Flipendo, students use it in a six-star challenge, where they must show proficiency with the spell by flipping switches, stunning gnomes and moving blocks while collecting six stars. Caution: Professor Dumbledore advises all prospective Hogwarts students that magic is not to be used beyond school grounds under any circumstances.

To learn each of the five spells, just follow the teacher's wand movements precisely—or at least make a good stab at it.

Challenge areas are often mazes filled with traps and enemies, such as gnomes.



Students must collect items, such as stars, to fulfill game requirements.



When Harry takes damage, pop a Bertie Bot treat to regain health. You can search for them everywhere.



Learn to mix potions with potent effects in Professor Snape's first-year course dedicated to elixirs, potions and magical concoctions. Students will identify and collect interesting ingredients, such as Flobberworms and Wiggentree Bark, from the grounds surrounding Hogwarts as part of the class work. Professor Snape may require students to perform other challenging tasks in addition to creating magic potions. The professor also patrols the halls at night to ensure the safety of all students and to discourage unauthorized wizards' duels.



Hagrid's garden is full of delectable delights that you'll turn into magical brews.

SNAPE'S APES



It won't be easy collecting the ingredients.



You'll have to solve cunning puzzles and use magic to reach the prized items.

FLYING

Grab a broomstick and head for the skies in Madam Hooch's beginning flying class. Students will learn to levitate and navigate in the relatively safe environment of Hogwarts, open fields. Students will practice and perfect elementary skills, such as takeoff, pursuit, barrel rolling, one-handed flying and stand-up landings. Basics of Quidditch are taught, and all students are encouraged to join their house Quidditch team. Hogwarts provides brooms for all students who can't afford one of their own. It should be noted that school brooms tend to veer left and vibrate at higher elevations. House points will be deducted for interfering with Muggle aviation and mail-carrying owls during flying lessons.



Unsavory Slytherins may run off with a prized possession, such as someone's Remembrall, and you may have to pursue the thief on broomstick.



Each time you pass through the line of blue stars, you'll gain a little power for your Grab Meter. When it's full, and if you're close to the thief, you can grab the prize.

TRANSFIGURATION

The magical art of transforming inanimate objects into living things is taught in Professor McGonagall's Transfiguration class. Students will begin their studies by learning the spell Avifors, which turns an inanimate object into a bird that flies away, and how to apply it in strategic situations. Quick mastery of the wand movements for the spell will earn a student extra points for his or her house. Running totals of the house points for Ravenclaw, Hufflepuff, Gryffindor and Slytherin are kept in the school foyer for your reference. Points may be deducted for poor performance or transgressions, such as entering the Forbidden Corridor or tormenting the school ghosts.

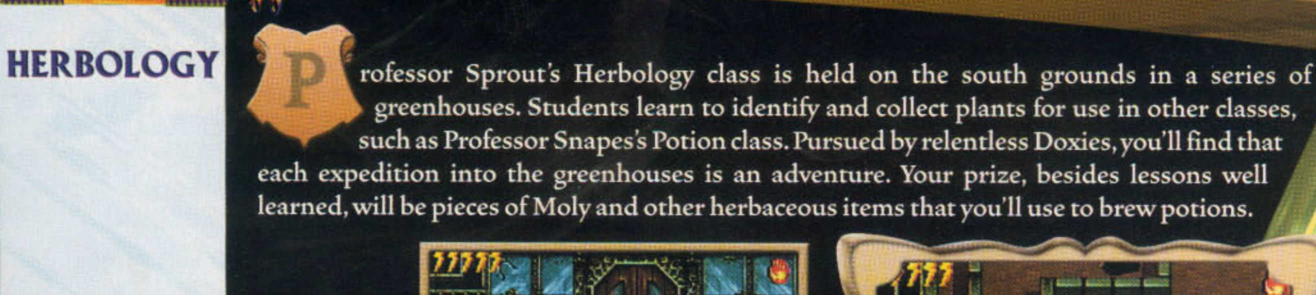


You may consult the submenu on your Game Boy Advance to see the list of spells you've learned and the potion ingredients you've collected.



Objects that sit on switches may be too heavy to move using Flipendo. Perhaps a different type of magic should come into play?

HERBOLOGY



Professor Sprout's Herbology class is held on the south grounds in a series of greenhouses. Students learn to identify and collect plants for use in other classes, such as Professor Snapes's Potion class. Pursued by relentless Doxies, you'll find that each expedition into the greenhouses is an adventure. Your prize, besides lessons well learned, will be pieces of Moly and other herbaceous items that you'll use to brew potions.



As you explore the grounds, you'll find that some classes are held outside the main castle of Hogwarts.



Puzzles sprout like magic beans when you step into the greenhouses at Hogwarts. Finding just the right plants and fungi won't be easy, even if you read *A Thousand Magical Herbs and Fungi* by Phyllida Spore.



MYSTERIOUS BEASTS

The world of magic is full of fabulous beasts and creatures that are seldom seen in the Muggle world. Many such creatures may be found in and around the grounds of Hogwarts. Students are urged to refrain from feeding or petting magical beasts, as they may nip or devour the hand that feeds them. If a creature is loose on the grounds, or even inside the school itself, it's best to notify a teacher, prefect or Hagrid, the groundskeeper. Under no circumstances should a student follow the example of Harry Potter and attempt to pacify any of the following fauna: mountain trolls, three-headed dogs, unicorns, tortoises, gnomes, enchanted snails or obnoxious Doxies.



Flying Doxies and carnivorous plants are just two types of fun forest dwellers.



Unlike mice, mountain trolls in the walls will not be lured into a trap by a piece of fragrant cheddar. A tastier morsel must be used in such cases.



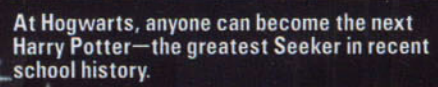
Fluffy, the three-headed dog, is guarding a terrible secret in the basement of Hogwarts. It would take a wizard of the caliber of Harry Potter to solve the mystery.



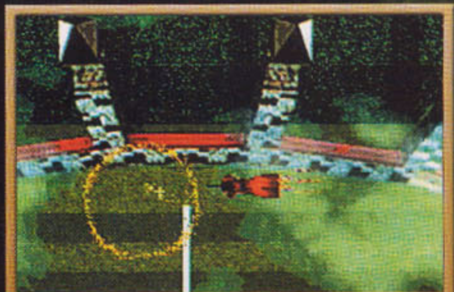
QUIDDITCH, HOUSE TEAMS

The magic world's favorite pastime, Quidditch, is played annually at Hogwarts, with the four houses competing for the Quidditch Cup. Chasers, Beaters, Seekers and Keepers are wanted to play in the round-robin tournament on the famous Hogwarts Quidditch Grounds. Seekers, who chase and try to grab the coveted Golden Snitch, will be recruited from the ranks of the most talented flyers. Harry Potter, for instance, was considered the most talented Seeker in one hundred years of Hogwarts Quidditch. If you qualify, you, too, can seek the Golden Snitch while avoiding Bludger balls and wily opponents. Hogwarts School of Witchcraft and Wizardry is proud of its tradition as the training grounds for many of the finest Quidditch players in history.





At Hogwarts, anyone can become the next Harry Potter—the greatest Seeker in recent school history.



Riding a Nimbus 2000 over the Quidditch grounds gives you an amazing feeling . . . right up to the moment that a Bludger Ball bowls you over.

SCHOOL CHEER

"HOGWARTS, HOGWARTS, HOGGY WARTY HOGWARTS!"

EXTRA-CURRICULAR ACTIVITIES



As in all schools, certain extracurricular activities are encouraged while others are discouraged. Prefects will patrol the halls of Hogwarts at night. They keep overly inquisitive students out of trouble and away from dangerous areas, such as the woods, the Trophy Room and the Forbidden Corridor, where it is said that a giant three-headed dog, possibly named Fluffy, guards the dark secret of the Sorcerer's Stone. When you enroll at Hogwarts with EA's Harry Potter and the Sorcerer's Stone beginning this November, you'll embark upon an adventure unlike any other. Let Harry Potter be your guide to the magical world, and Nintendo Power be your guide to its many puzzles and challenges.

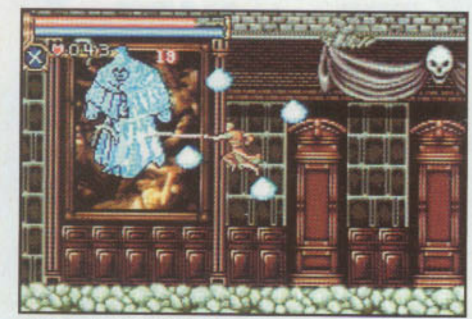
Counselors' Corner

Your Questions—Our Experts!

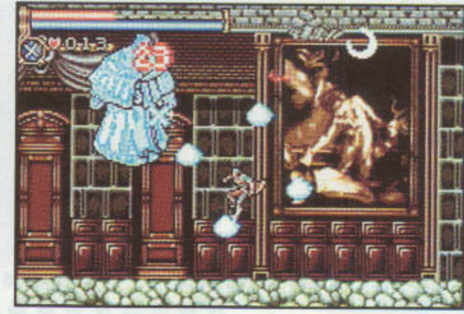
CASTLEVANIA: CIRCLE OF THE MOON

HOW DO I BEAT DEATH?

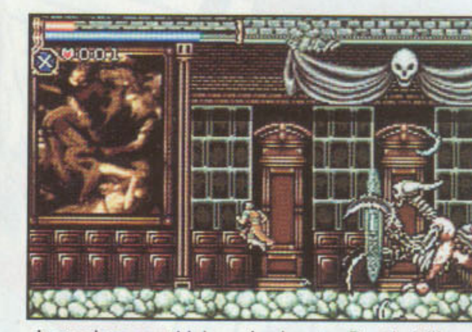
Death isn't in the mood for an introspective game of chess. Rather, the tough boss is in the mood to dispatch souls into the great beyond. Death's two main weapons are balls of electricity, which it hurls, and sickles, which rain from the ceiling. You should be able to avoid the attacks, but be aware that it has another attack up the sleeve of its cowl—lancelike weapons will periodically radiate from its body. After you defeat Death, it'll turn into a creepy, crawly critter.



Before the battle begins, protect yourself by equipping a shield with your DSS cards. You could equip a powered-up attack, but since Death flies, the boomerang should be your weapon of choice.



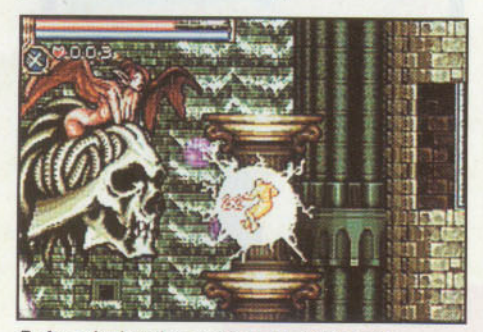
As is the case with many of the bosses in Castlevania: Circle of the Moon, Death will pause between salvos. Attack it during the pauses then prepare to scramble.



Just when you think you've beaten Death, it'll turn into a monster with scythelike arms. Avoid the slicing, dicing appendages and jump when the monster slams its body into the ground.

HOW DO I DEFEAT CAMILLA?

The last time you encountered Camilla, she appeared to be a beautiful, young woman. My, how she's changed! Camilla will reappear as a hideous winged creature that rides a flying skull. She'll launch floating bubbles, fire laser beams from her mouth and swoop at you. If you've got them, enable your Jupiter and Thunderbird cards to reduce the damage you'll take. Try to stay behind her and double-jump to whip her in the back. Run under her or use the platforms to avoid her attacks.



Before the battle, enable your Jupiter and Thunderbird cards. Doing so will halve the damage you'll take. The Rainbow Robe and Strength Ring will also help you. Use them if you've got them.



In general, try to keep away from Camilla. If possible, stay under her or near the sides of the room. When she fires her laser weapon, duck. The beam causes significant damage.



Attack Camilla from behind. It's the side she's most vunerable from, and it's also the side that's least likely to damage you. Double-jump to whip her and let that boomerang fly.

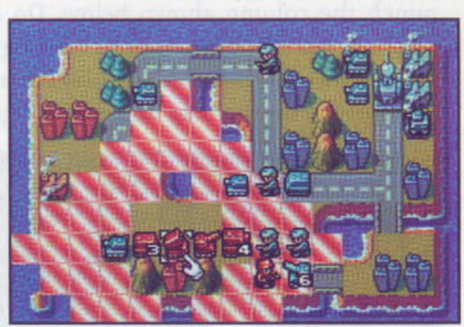
ADVANCE WARS

HOW SHOULD I ARRANGE MY TROOPS?

One of the most basic and effective arrangements is the flying column, in which four units are stacked in a row. Place a Md. Tank at the front of the column and two or three indirect combat units, such as Artillery and Rockets, in the second tier. As the caboose of your combat train, use an APC, which can refuel and resupply the other units.



A Md. Tank placed in the first row of a flying column absorbs the majority of enemy fire and weakens enemy units with its powerful attack.



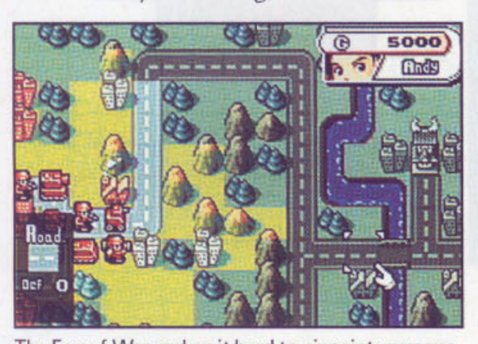
Place your long-range weapons in the second and third rows. The Md. Tank will protect them as they soften up your opponents from afar.



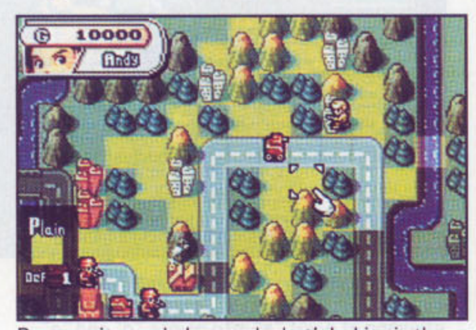
Secure your APC behind a curtain of armor and firepower. The unit will refuel your troops and keep you marching on to further victories.

HOW DO I DEAL WITH THE FOG OF WAR?

War is a tough and often confusing business. Many battles in Advance Wars are affected by the Fog of War, which obscures large sections of the combat arena. Recon units, which in other battles might seem weak and ineffective, become your biggest asset in fogged combat. Use the units' high Move and Vision ratings to locate your enemies.



The Fog of War makes it hard to pinpoint your enemies—something you'll need to do if you hope to strike them and avoid their return fire.



Recon units can help reveal what's lurking in the fog. Use their excellent vision and mobility to scout the battlefield.

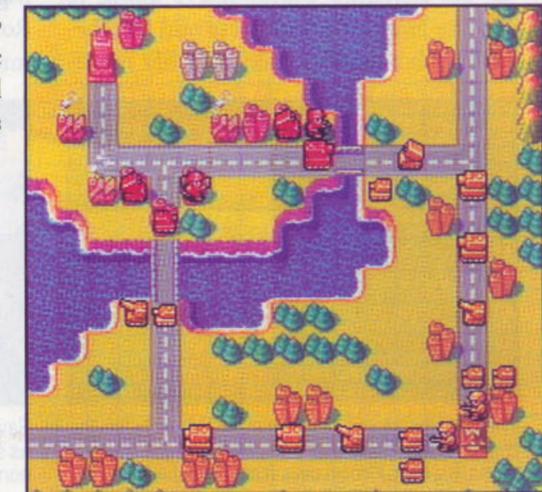


Use the terrain to your advantage in fogged battles. Woods will help hide your units, and taking a mountaintop position will improve your vision.

HOW DO I DEFEAT KANBEI IN MISSION 10?

Defeating the tough CO in Mission 10 proves a much more difficult challenge than it did in your previous confrontation thanks to two tricky bridges that you must hold. Defend the eastern bridge with Md. Tanks while pounding Kanbei's troops with long-range weapons, especially Rockets. Losing the bridge spells certain doom, since he'll have a large force poised to rush across it and overwhelm your troops. Replace your tanks as they are eliminated. Defend the southern bridge using a similar strategy. When you've cleared a path, send an APC racing across the bridge to capture Kanbei's HQ.

Taking cities on the island will help fill your coffers with credits. Since Md. Tanks and Rockets are essential in the mission, have your factories build the units exclusively.



Defend the eastern bridge. If the bridge falls, your mission is virtually over. If you replace your tanks as they are destroyed, you should be okay. Don't neglect the southern bridge—it's the road to victory. Clear a path before storming across it and showing Kanbei who's boss. Take a few cities along the way.

HOW DO I REMOVE THE SUN BLOCK BEHIND THE MIRROR PILLAR?

After traversing the Gibdo-infested well, you'll get the Mirror Shield. The item will allow you to reflect light at and eliminate sun blocks, which will impede your path. Many of the puzzles in the Stone Temple Tower will require you to use your Mirror Shield to bounce light at targets in complex ways. In one of the first difficult puzzles in the Stone Tower Temple, you'll have to become the Goron and punch the column shown below. Do so until all the sections are gone and light shines into the chamber. As Link, stand at point "a" on the map and reflect light at point "b". Charge up the mirror for a few seconds, stand at point "b" and reflect light into point "c". Use that mirror's light to melt the sun block in the north of the room, and melt the eastern block by reflecting the light at point "a" into point "d" and then into point "e".

As Darmani the Goron, punch the column until all the sections are gone. After you've completed that task, light will shine into the chamber.



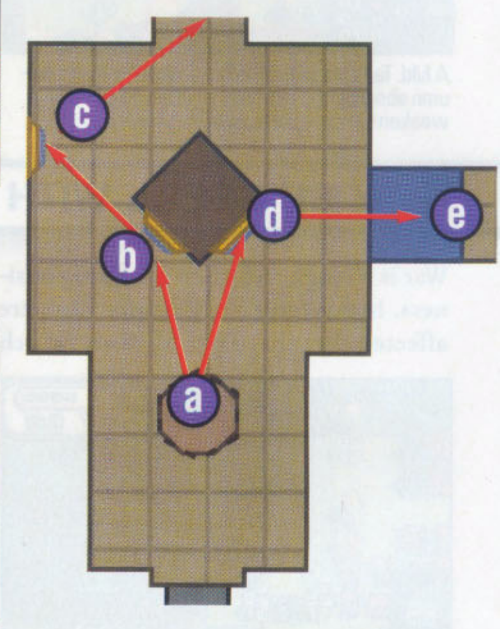
Give up your brutish ways and become Link. Stand at point "a" on the map to the right and reflect light at point "b" with your Mirror Shield.



Charge up the Mirror Shield and stand at point "b" on the map. Use the helpful and radiant path-clearing item to shine light onto point "c".



Melt the northern sun block. Then melt the eastern sun block by reflecting light while standing at point "a" into points "d" and "e".



HOW DO I GET ROMANI'S MASK?

To get Romani's Mask, you're going to have to fend off a nighttime raid by ethereal bovine bandits, take an early morning ride on Cremia's milk cart and protect Romani Ranch's lacteal potables from marauding bandits. Bring plenty of arrows. After you've earned Romani's Mask, you will be able to don it and enter East Clock Town's Milk Bar.



The invasion starts at 2:30 a.m. on Day 1. Defending the ranch will jump-start its cows and get them producing milk. Fire arrows from horseback.



Saving the farm means you get to ride with Cremia as she delivers the milk to market. She leaves the homestead at 6:00 p.m. on Day 2.



Repel the mounted bandits who ambush the cart to receive the mask. Wearing it will grant you access to East Clock Town's Milk Bar at 10:00 p.m.

HOW DO I DEFEAT SHADOW HAG?

Shadow Hag is the highly elusive boss of the Moonlit Grotto who tends to go to pieces in the face of a direct assault—four shadowy pieces to be exact. After it splits up, the parts will fly around the room, reunite then spit deadly moths at you. Destroy the moths and attack Shadow Hag with Scent Seeds, which you must ricochet off the wall in front of you.



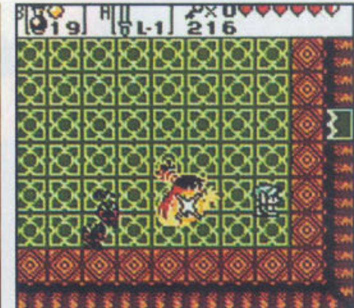
Shadow Hag will split into four parts. Avoid them and clear the moths that the boss will spew after it reforms.



Shadow Hag will charge you from behind. If you turn to attack the ghostly boss, it will disappear.



When the boss appears behind you, use your seed shooter to fire a Scent Seed at the wall in front of you.



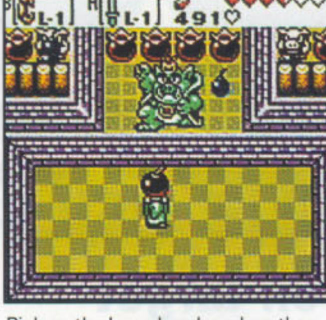
The projectile will bounce off the wall and hit Shadow Hag. Five direct hits will polish off the nasty creature.

HOW DO I GET THE BOMB FLOWER?

You get the Bomb Flower by besting the Great Moblin in a bomb-throwing minigame set in his palace. As he throws projectiles at you, hurl the large bombs back at him when they begin to flash red. For beating him, the Gorons will reward you with the Bomb Flower. Take the item to the past to free the Goron Elder, who'll give you the key to the next dungeon.



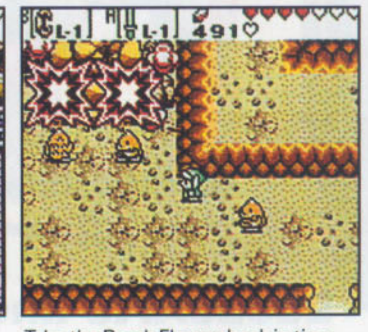
The Great Moblin will throw various nasty items your way. Dodge them!



Pick up the large bombs when they turn red. Hurl them at the Moblin.



Keep throwing bombs at the Moblin. If you hit him enough, he'll be history.



Take the Bomb Flower back in time and use it to free the Goron Elder.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.)

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

Jurassic Park III: Park Builder

Q: How often should I advertise?
A: You should advertise every month and spread your advertisements across all three platforms.

Q: Where should I construct roads?
A: Build roads near all cages so visitors can view your exhibits. Also, place rotaries near the park's entrance as well as close to your facilities.

Q: Where should I place my dinosaurs?
A: Place your dinosaurs in areas with habitats that suit their needs. Also, place dinosaurs with others of the same type and relative size.

Mario Kart: Super Circuit

Q: How do I protect myself from item attacks?
A: If you have an item, press and hold L to drag it behind you. It will protect you from shells, etc.

Q: How do I keep from spinning out after I hit a banana peel?
A: When you hit a banana, press B rapidly. If you do it right, you won't spin out and a musical note will appear above your head.

Q: How do I perform a Turbo Start?
A: Press and hold the A Button just before the starting light turns green.

Make the Most of Your Game Counseling Call!

If you find yourself calling game counselors a lot, you might want to explore other sources of game information. See if your questions are addressed on the Power Line or if there's a Nintendo Player's Guide available for your favorite Pak. Also, check out www.nintendo.com—it might just have the info you need.



LucasArts and Factor 5 stay on target with a soaring action spectacular for the Nintendo GameCube. *Star Wars* Rogue Squadron II: Rogue Leader delivers cinematic thrills with Blaster Cannon power.

REBEL ROUSER

It is a period of civil war. The Rebel Alliance is struggling to restore freedom to a galaxy that is helpless in the grip of the mighty Empire. Rebel recruits Luke Skywalker and Wedge Antilles represent a new hope for the Alliance. You can join them behind the controls of a wide variety of classic *Star Wars* Wings and Speeders in more than a dozen exciting battles. *Star Wars* Rogue Squadron II: Rogue Leader is an action-shooter that redefines the genre with engaging game play, incredible cinematic sequences and a powerful story that is firmly rooted in the *Star Wars* universe. Lock S-foils into attack position, select your target and go to war.



BATTLE BASICS

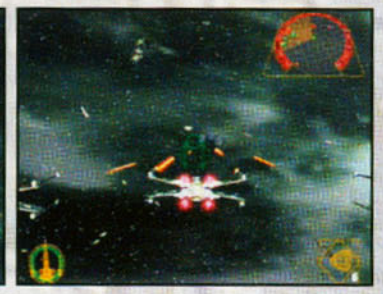
You are in charge of a Rebel squadron. In addition to piloting your own craft, you will give orders to other fighters in an effort to fulfill the goals of the mission. In the Tatooine Training mission and early battle missions, you can hone your fighting skills for the many challenges ahead.

Control Your Speed




Speed is an important factor in combat. You can rush to your target with a burst of speed by pressing the R Button or slow down and take tight turns by pressing the L Button. If enemies are on your tail, you can shake them off with speed changes and quick maneuvers.

Aim and Fire

If the S-foils of your X-wing are closed (for maximum speed), you must open them before you can use your weapons. When your craft is attack-ready, a targeting reticle guides your shots. If you wait until you have a clean shot before you fire, you'll ensure a higher shot accuracy rating.

Identify the Enemy



The Targeting Computer allows you to see your enemies when visibility is low and identify important targets, which it shows with a yellow-green hue. Use the computer sparingly to ensure a higher Targeting Computer efficiency rating.

Power Up



A graphic in the lower-right corner of the screen shows the strength of your Blaster charge. If you let the weapon charge up, your next shot will be more effective.

WAR REWARDS

At the end of every mission, your performance is rated in six categories. If you meet set criteria in each category, you'll earn a medal and points for your accomplishments. The Mission Complete screen shows what you must do to earn a better medal the next time you take on the mission. Medals contribute to your status as a Rogue Leader. Points allow you to unlock bonus missions.

Gold Medal

If you excel in speed and accuracy, you can earn a Gold Medal as a reward for your accomplishments. The medal gives you 10 points toward opening bonus missions.



Silver Medal

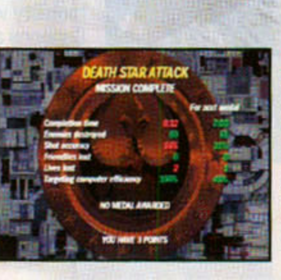
Six points and a Silver Medal are your reward for near-perfect mission completion. The areas where you can improve are shown in red. Play the mission again and concentrate on those areas.



Bronze Medal

When you meet the minimum medal requirements for completing a mission, you'll earn the bronze. A Bronze Medal contributes three points to your mission-opening efforts.

Points Pay Off



When you win a medal, you will earn points that contribute toward unlocking bonus missions. If you earn a medal then reenter the same mission and earn a better medal, the new medal will replace your previous reward.

Meet the Fleet

Star Wars fighters are built for battle, with exceptional maneuverability, speed and power. Each fighter has attributes that make it best suited for particular missions. As some missions evolve, you will have the chance to switch from one craft to another. You can also pilot new ships for the same missions if you return to those missions after the ships are unlocked.



X-Wing

The well-balanced and versatile X-wing is the craft used most often in Rogue Squadron missions. When the X-wing is at top speed, its S-foils are closed. Attack position requires slower speeds and open S-foils.

Primary Weapon: Blaster Cannons
Secondary Weapon: Proton Torpedoes



B-Wing

The B-wing's two Ion Cannons and strong shields make it a good choice for combat against powerful targets, such as Imperial Capital Ships. The craft's maneuverability in dog-fights is limited because of its awkward shape.

Primary Weapon: Blaster Cannons
Secondary Weapon: Proton Torpedoes



A-Wing

While the A-wing has relatively weak shields, the refitted stunt flier is the fastest fighter available. Rechargable nitro boosts give it even more speed. You can use the A-wing's Concussion Missiles to fight ground and air targets.

Primary Weapon: Blaster Cannons
Secondary Weapon: Concussion Missiles



Speeder

The small, fast airspeeder (also known as the T-47) is relegated to low altitudes and, usually, light combat situations. Rebel pilots have discovered that they can use the craft's Tow Cables to tie up the legs of Imperial Walkers.

Primary Weapon: Blaster Cannons
Secondary Weapon: Tow Cables



Y-Wing

The precursor to the X-wing makes up for inferior mobility with a superior weapon load, which includes Ion Cannons and rechargable Proton Bombs. It is the fighter of choice for long bombing missions.

Primary Weapon: Blaster Cannons
Defense: Proton Bombs

Death Star Attack

The massive Imperial Death Star is closing in on Yavin Base. In three separate attack runs, you must weaken the space station's defenses, then fire Proton Torpedoes into an exhaust port, the Death Star's Achilles' heel. You'll go up against stationary guns and TIE Fighters in your mission. Exercise caution and aim carefully.

Objectives

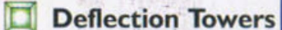
- Destroy all Deflection Towers.
- Destroy all TIE Fighters.
- Shoot Proton Torpedoes into the Exhaust Port.





1 Deflection Destruction

A Deflection Field guards the most vulnerable section of the Death Star. You can destroy the field by toppling Deflection Towers. The wedge-shaped indicator on your radar display points to the closest tower. When you have a clean shot, press and hold the A Button to release a Blaster Cannon barrage. After each is tower is gone, consult the radar and move on to the next one.



Deflection Towers



2 Take on TIEs



TIE Fighters will attack once the Deflection Field is gone. As soon as the attack begins, fly low and straight to find a Tech Upgrade on the surface. Target the TIEs on the edges of formations first. If you take out the middle fighters, the formations will split up and the TIEs will scatter.

Exhaustive Attack



There are blocking obstacles, stationary guns and some TIE Fighters in the Death Star's trench. Go slow where the obstacles are dense, then pour on the speed in the open areas, flying near the top of the trench to avoid gunfire. When you close in on the exhaust port, hit it with Proton Torpedoes.

 Tie-Fighters  Gun Turrets

Ison Corridor Ambush

Rebel convoys have fled Yavin and are headed for the Rebel Base on Hoth. You must escort a convoy, led by the frigate *Redemption*, through a field of debris and several TIE Fighter attacks so the convoy can enter hyperspace and speed toward its destination.

Objective

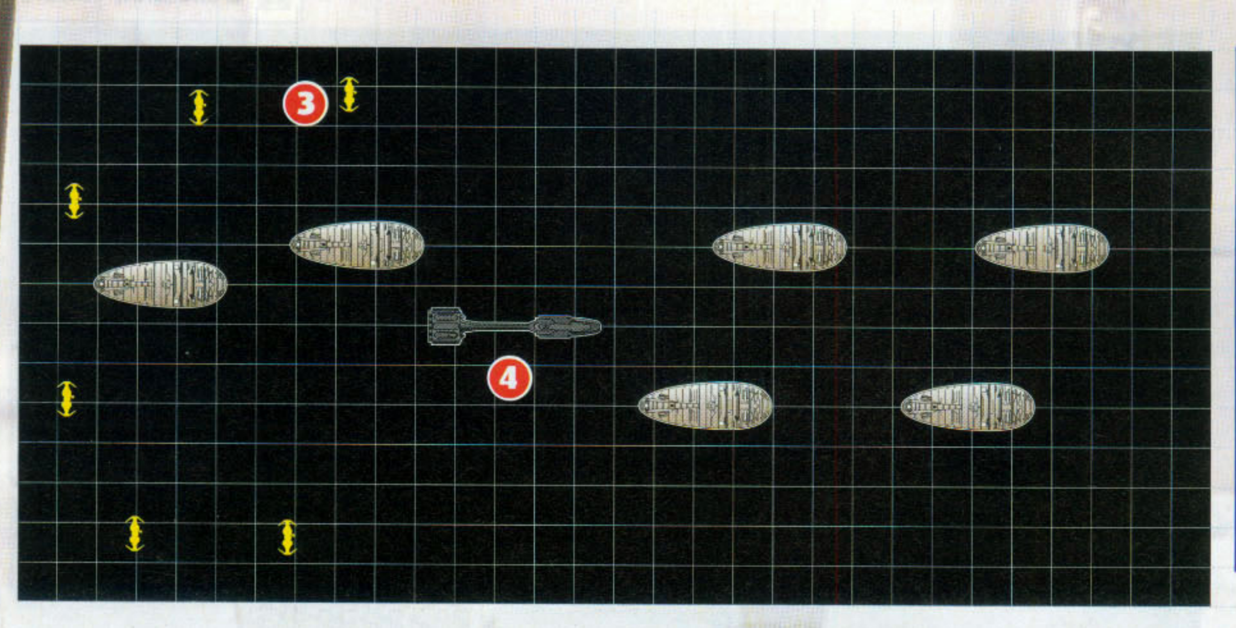
Defend the transports against any remaining Imperial forces. The frigate *Redemption* must survive.





3 Imperial Forces Attack

As soon as the convoy appears in the area, TIE Fighters will emerge from several directions. Before you take on the TIEs, head down to the first large chunk of debris that you see and fly through its hollow center to collect a Tech Upgrade. When you emerge, instruct your wingmen to attack the TIEs, activate your Targeting Computer and start fighting.



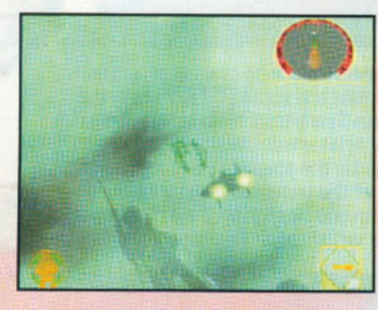






4 A Job for an A-Wing

When the the second wave of TIE Fighters arrives, you'll need speed to catch up to it. You can switch from your X-wing to a faster and more maneuverable A-wing by docking with the *Redemption*. Fly close to the frigate and look for a floating Rebel icon near the docking bays. Fly into the icon, switch craft and continue the fight.





Fog of War

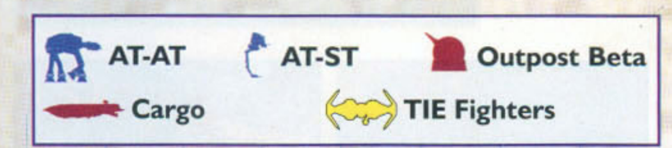
A nebula lies between the convoy and its destination. The nebula's thick gasses make visibility low. When TIE Fighters attack, the only way that you will be able to see them is if you use your Targeting Computer liberally. Press and hold the X Button to enable the computer, aim for the craft that glow yellow-green and avoid collisions with convoy ships.

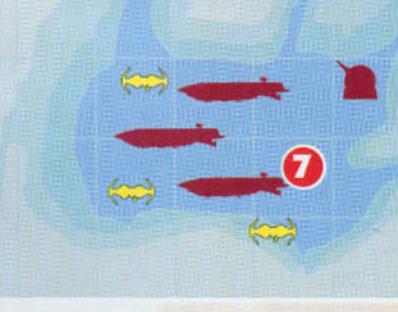
Battle of Hoth

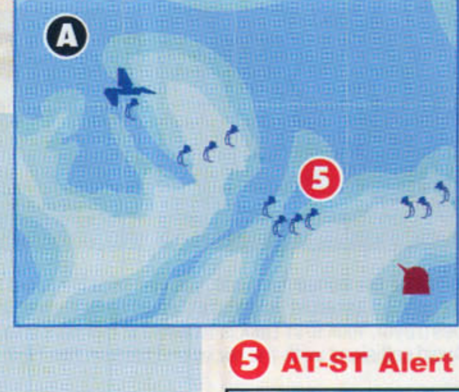
Imperial forces are advancing on Hoth's secret Rebel base. Members of the Rebel Alliance are evacuating, using an Ion Cannon as cover. You must hold off the Imperial attack and defend the Ion Cannon, then thwart a bombing raid on the Rebel ships that have not yet left the base.

Objectives

Defend Outpost Beta's Ion Cannon from AT-STs.
Slow the advancing Imperial Walkers.
Defend the fleeing Rebel transports.





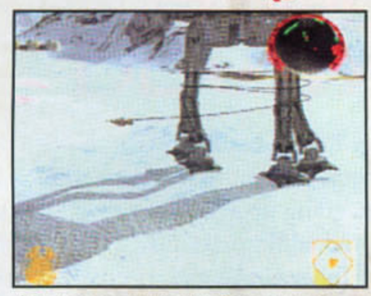


5 AT-ST Alert



Imperial AT-ATs and the smaller AT-STs are charging on the ice field toward the base. Your first order of business is to use your Speeder to take on the AT-STs that are firing on the Ion Cannon. The AT-STs glow yellow on your Targeting Computer's display. Fly toward them, slow down and fire at will.

6 AT-AT Trip



After you save the Ion Cannon, you must destroy the three Imperial Walkers that are closest to the base. Their armor can withstand any number of Blaster Cannon shots. You must trip them with your Tow Cables. Press the B Button as you fly by to hook on, then fly in circles and tie them up.

7 Blast the Bombers



TIE Bombers are descending on the convoy ships that are still on the ground. You must destroy them before they release their loads. Switch to an X-wing as soon as you enter the area, then consult your Targeting Computer to sort the bombers from the TIE Fighters and concentrate your fire on the bombers.

MORE MISSIONS

In addition to the missions that follow the stories of Luke and Wedge and their battle against Imperial forces, there are extra missions that you can unlock when you collect enough points. Press Up on the Control Stick on the Mission select screen to expose those missions.

More Craft Options

Before you take on each mission, you'll see models of the craft that can fly the mission. The green wireframes represent ships that are currently available. After you pilot the other ships in advanced missions, you can return to the earlier missions and pilot the new ships there, as well.

The Asteroid Field





In one of the bonus missions, you will pilot Han Solo's *Milennium Falcon* through an asteroid field and attempt to land on an Imperial Star Destroyer. Your first task is to lead TIE Fighters into an asteroid field. Avoid collisions with the rocks and take on the TIEs.





When you follow the wedge-shaped indicator on your radar display through the asteroid field, you'll emerge from the field near Imperial forces. Look for a floating Rebel icon near one of the Star Destroyers and fly into it to attach the *Falcon* to the mighty ship.

Raid on Yavin





During the Raid on Yavin bonus mission, you will go to the Dark Side of the Force and guide Darth Vader in a battle against Rebel-manned X-wings. You must destroy as many Rebels as you can and keep Rebel transports on the ground.





Vader's TIE does not have the same type of Targeting Computer that appears on most Rebel craft. You'll have to rely on a small screen in the cockpit to tell Rebel ships from Imperial ships when they are at a distance. Press the X Button to switch to the cockpit view.

THE FORCE IS WITH YOU

Star Wars Rogue Squadron II: Rogue Leader enters the *Star Wars* universe with all Blasters firing. Not only does it feature a long campaign, which will have you going up against Imperial Forces, it also includes bonus missions and additional ships, which ensures a lot of replay value. The Force is indeed strong in this one. Continue your quest to stop Imperial forces and watch future issues of Nintendo Power for secret codes.

TEKKEN ADVANCE™

FANS OF BEAT-'EM-UPS CAN FINALLY GET THEIR KICKS WHEN THE FIRST TEKKEN GAME HITS NINTENDO.

HIT ME, BABY, ONE MORE TIME

A Tekken game has never before graced a Nintendo system, but Namco's hidden dragon is finally rearing its head on Game Boy Advance this November. The popular fighting series first knocked out arcade fans back in 1994, when the groundbreaking Tekken incorporated 3-D arenas with elaborate combos, diverse fighting styles and machine-gun-paced martial artistry. The series took off in a big way, and the hits kept coming, culminating with the franchise's most highly regarded installment so far, Tekken 3. Tekken Advance is based on Tekken 3, and Namco has punched it up with all the intricate combos that your fists of fury could possibly handle and 3-D-style action that blazes by so quickly that even Jackie Chan would be caught off guard.



PICKING A FIGHT

Tekken isn't about mindless button mashing, and mastering its bevy of tricky combos requires plenty of skill. In the arcades, Tekken's fighting system revolved around a four-button setup, with two punch and two kick buttons. Namco is fine-tuning the controls so the incredible moves feel familiar to Tekken pros and pack the same punch when played in the GBA's fistful of modes.



ARCADE is the classic way to play. All fights are one-on-one competitions.



TIME ATTACK challenges bruisers to complete the tournament in record time.



SURVIVAL handicaps you with a single health meter that never refills in a marathon bout.



PRACTICE reveals your combo damage so you can perfect your form and maximize the pain.






TEAM BATTLE is a one-on-one fight that requires both sides to assemble a team of three fighters. If a team member is knocked out, the next backup brawler in line will rotate into battle. The first side to bash its way past all three members of a team wins the matchup.



FIGHT CLUB

In addition to the one-player modes detailed above, Tekken Advance flexes its muscles with its two-player Game Link modes (both players must have a Tekken Advance Game Pak in their GBA to link up). While the game's 3-D rotating arenas add a new perspective to handheld fighting, the extra unpredictability of a second player makes the already heated and riotous action even more intense.





VS. TEAM BATTLE is the two-player version of Team Battle. Both players pick three fighters, and every contender has his or her own unique characteristics and moves. With such diverse abilities, you can find characters who perfectly counter the fighters on your rival's team.

VS. BATTLE is a normal one-on-one, head-to-head match. Each player uses a single fighter, and the person who wins two out of three matches is the victor.

LING XIAOYU



Nine characters from Tekken 3 duke it out in Tekken Advance. Swift and agile Ling Xiaoyu is only 16, but her mastery of Chinese martial arts seems beyond her teenage years. Familiar Tekken 3 attacks, such as her Bayonet McTwist, April Showers and May Flowers, are a big part of her arsenal.

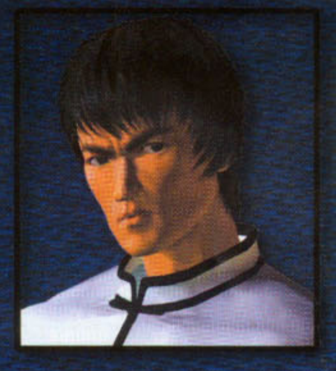


You can crouch into Xiaoyu's Lotus Twist or any of the dozens upon dozens of moves she used in Tekken 3.



Namco is hoping to squeeze every move the characters had in Tekken 3 into the beefy GBA version.

FOREST LAW



Forest entered the King of Iron Fist Tournament 3 thanks to some smooth talking by his father's pal, Paul Phoenix. Both Forest's father, Marshall, and Paul are survivors from the original Tekken game. Like father, like son—the younger Law is steeped in the martial arts, and he's more than ready to use his fancy footwork and leave his shoeprints on any rival's face.



Law is light on his feet, and experts love him because he has powerful combos, which you can string together.



All fighters can use 3-D evasive maneuvers to sidestep into the foreground or background of the rotating arenas.

YOSHIMITSU

The leader of the Manji Clan first appeared in the original Tekken game. He's the only character who has a weapon, which is probably why he's the only Tekken character to appear in Namco's weapons-based fighting game, Soul Calibur.



Yoshimitsu's bizarre fighting style often has the ninja using his entire body as a weapon.



Every character has a special throw or grapple. When you use it, you'll view the devastating move at a close-up angle.



GUNJACK

The cyborg, Jack, has been reinvented throughout the Tekken series. In Tekken Advance, he takes on his Tekken 3 incarnation, GunJack. The robotic juggernaut uses pure, brute force rather than stylish moves. Then again, when you're one of the most powerful characters in the game, few foes will have the guts to question your lack of grace.



It's clobbering time! GunJack rules the arena with an iron fist (or two). He mostly uses hand-to-hand combat.



Many of GunJack's moves will knock you on your back, but you can roll out of his reach thanks to the 3-D setup.



NINA WILLIAMS



Tekken tells the story of the rivalry between the participants in the King of Iron Fist Tournaments. Nina fought in all three competitions. In Tekken Advance, she has reawakened from a long sleep experiment with the notion that she must assassinate Jin Kazama, a descendant of the tournament's founder.



Nina is great with the kicks. If you can rattle off one of her rapid-fire combos, you can punt an opponent into the air.



A glow indicates that your character is about to unleash a powered-up move, which will put your rival in a world of hurt.

HWOARANG



Tae Kwon Do pro Hwoarang is a street punk, and his rough-and-tumble background comes through in his fighting. With moves that sport handles such as "Home Surgery," "Rusty Knife," "Rude Boy" and "Grand Theft," Hwoarang gets down and dirty with moves that get the job done—no matter how sneaky his shots may be.



Hwoarang is great at keeping enemies at bay since he's adept at using both his fists and feet.



Test out each fighter in Practice Mode to see how effective his or her moves are. Hwoarang is quick and efficient.

TIME KEEPS ON TEKKEN

Seven years after the original Tekken fighting game debuted in arcades, Namco's revered series of beat-'em-ups is still going strong. With every sequel, top-notch Tekken has grown into a mightier game, and Tekken Advance benefits from the games' long history in the arcades.

1994 — Tekken took the 3-D polygonal fighting introduced by Virtua Fighter to new, refined heights with its excellent fighting system.

1995 — Tekken 2 bullied its way into arcades one year after the original debuted. The tougher sequel boasted more characters and moves.

1996 — Yoshimitsu has appeared in every Tekken game. The ninja also fought in Soul Calibur, which Namco is planning on releasing a sequel to on Nintendo GameCube.

1997 — Tekken 3 went on to become one of the most popular and heralded 3-D fighting games in arcade history.

Jin debuted in Tekken 3. As the grandson of the founder of the tournament, Jin became the star of the third Tekken game and its poster boy.

1998 — King is a Mexican wrestler who wears a leopard mask. Wrestling is just one of the many fighting styles represented in the diverse Tekken series.

1999 — Tekken Tag Tournament was the fourth installment of the series. The all-star fighting game rounded up all of the fighters from the series. The characters have become so popular that many of them have their own fan websites.

2000

2001 — Tekken Advance is the GBA version of Tekken 3. Nine characters from the arcade game (along with some surprises) throw down in the portable pummeler with the combo-based game play and three-dimensional interaction that made the series a fan favorite.

The GBA's 3-D effects help Tekken Advance retain the classic Tekken feel. November 2001 marks its release.

FUTURE — SOUL CALIBUR 2 is another sequel in a popular line of Namco 3-D fighting games. It emphasizes the use of weapons, and Tekken's own Yoshimitsu appeared in the original Soul Calibur. Namco is currently working on the GCN version of Soul Calibur's sequel.

PAUL PHOENIX



Like GunJack, Paul Phoenix is a power fighter. Trained in judo, the motorcycling martial artist is as volatile as gasoline and he's been spinning his wheels hoping to win the King of Iron Fist Tournament since he entered in the original Tekken game. The chance to win the title in Tekken Advance really gets his motor runnin'.



Countless moves are Tekken Advance's strong suit. Paul has plenty of them, and every hit packs a titanic wallop.



Random button mashing won't get you anywhere. Every character has unique combos that require precision pressing.

KING

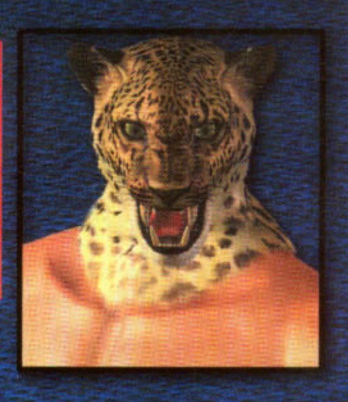
The Mexican wrestler in the leopard getup fights with great grappling attacks worthy of other one-named ring kings, such as the Rock. But King has a style all his own, and he slams, whaps and pummels opponents with an in-your-face style that's as savage as his feline snarl.



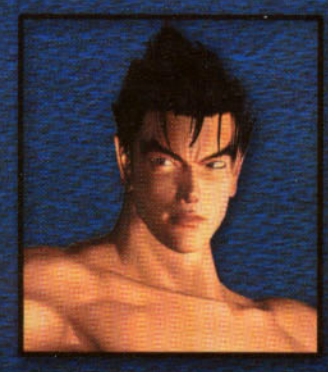
The masked fighter uses power moves. Body slams and elbow drops are the wrestler's crowning achievements.



If you can keep the combos coming with a steady stream of button taps, your opponent won't be able to retaliate.



JIN KAZAMA



The 19-year-old master of karate was destined to fight in the King of Iron Fist Tournament, since his family has always been associated with the competitions. Jin is a Tekken 3 favorite, and all of his moves feel the same on the GBA. If you're familiar with Tekken 3, the combos will come naturally.



Every fighter can deal out special multi-hit combos. If you're skilled and quick enough, you can pull off the brutal moves.



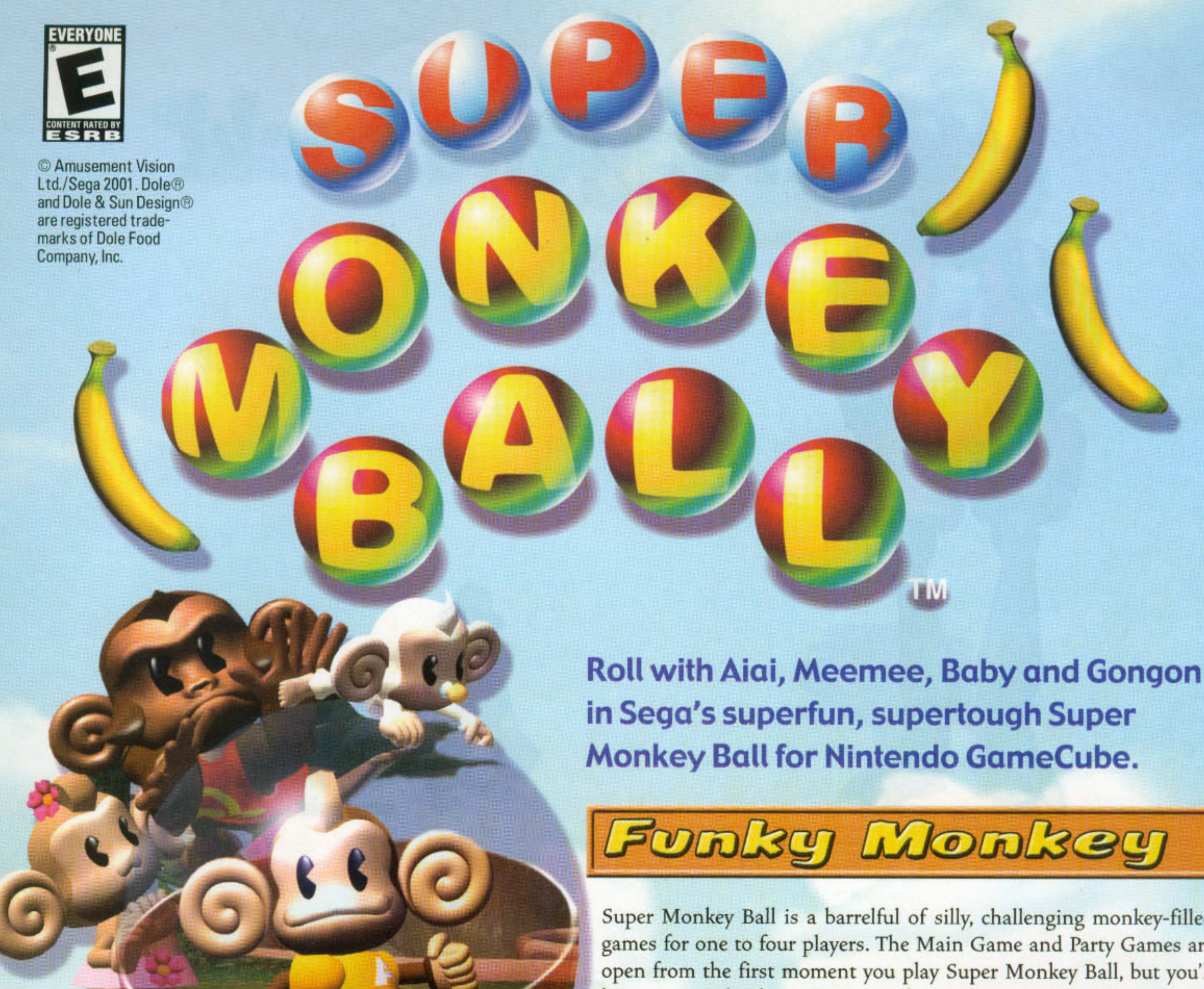
The ability to circle around your opponents enables you to get the jump on your foes so you can blindside them.

HERE COMES THE PAIN

Fighting fans champion the Tekken games, and Namco is going to great lengths to make sure that Tekken Advance stays as true to the arcade version of Tekken 3 as possible. From its 3-D-style, hyperkinetic combat to the familiar button combos to the game's staggering number of attacks, Tekken Advance promises to assault gamers with the knock-down, drag-out action they're looking for.







Roll with Aiai, Meemee, Baby and Gongon in Sega's superfun, supertough Super Monkey Ball for Nintendo GameCube.

Funky Monkey

Super Monkey Ball is a barrelful of silly, challenging monkey-filled games for one to four players. The Main Game and Party Games are open from the first moment you play Super Monkey Ball, but you'll have to open the three Minigames by earning points in the one-player Main Game. The colorful, goofy look of the game puts a friendly face on a very challenging, nerve-racking game. As you advance through the levels, you'll find some incredibly tough tests of monkey skill.



Main Game

The Main Game is the heart of Super Monkey Ball. It's a tough balancing act through several "floors" of monkey madness at three different levels of difficulty. You must play the one-player Main Game to earn Play Points, which open up the Minigames and extra continues. You can play the Main Game with up to four people, either taking turns or using split-screen simultaneously.

Beginner



There are 10 floors in Beginner Mode that gently ease you into the Super Monkey Ball way of doing things. Hone your tilting and balancing skills there.

Advanced



The 30 Advanced floors are challenging but manageable. You'll probably earn many Play Points as you try to finish all the Advanced floors.

Expert

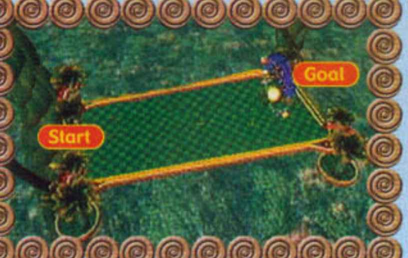


There are 50 floors at the Expert level, and most are true tests of balance, timing and skill. You might just go bananas trying to get through them.

Beginner

Use your time in the Beginner floors to perfect your control over the Monkey Balls, and to learn the specifics of handling each of the monkeys. Every floor you open in one-player mode will remain open for multiplayer and practice modes.

Floor 1



Fruit Brute

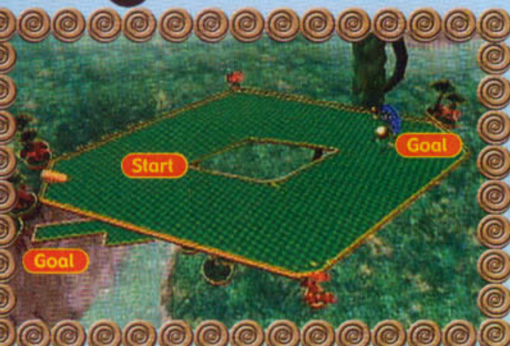
Pick up as many bananas as you can. They add to your score, and if you can collect 100, you'll earn an extra life. There are four bananas on the first floor.

Goal



Every level ends with a Blue Goal. To complete the level, roll the Monkey Ball through the banner hanging under the party ball on the archway.

Floor 2



Three for Three



If you roll around the level, you can pick up three bananas. Roll through the Blue Goal to complete the level.

Ramp It Up



Level 2 has a second goal. Roll to the tip of the opening in the level, then turn around and roll up and over the ramp.

Shortcut NP



Push back on the Control Stick to control your fall. Roll through the Green Goal to jump to the fifth floor.

Floor 3



Roll Around



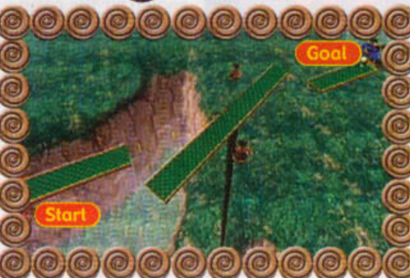
You can roll in either direction on the third stage. Pick one direction and roll around to pick up all the bananas you can find.

Back Again



Change direction to pick up the rest of the bananas. Break through the Blue Goal when you've gotten them all.

Floor 4



Speedy Monkey



If you time it correctly, you can roll through the level without having to stop. You probably won't get all the bananas, however.

Patient Monkey



If you choose to roll slowly, you can snag all of the bananas on the level. Be patient at the end, or you'll roll right off the stage.

Floor 5



Bananarama

Roll along the rows of bananas. Slow down as you turn to pick up every last one. You have plenty of time—don't rush it.

Perfection



There are 50 bananas on the fifth floor. If you get them all, the game will acknowledge your accomplishment.

Floor 6



Race Down



Roll down the ramps to the end. Control your speed by pushing back on the Control Stick. Turn carefully.

On a Roll




Continue down each section of the ramp. There is a faster, more dangerous way to the goal. Can you find it?

Very Steep



The last ramp down is very steep. Stay in the middle to make sure you break through the goal.

Floor 7



Avoid Openings



The level is an uphill run. If you move too quickly, you can bounce right over the edge and into the abyss, so stay away from the openings in the level.

Up, Up and Away?



You need a bit of speed to roll up the ramps—especially the last one. Move quickly, but carefully, so you stay on the stage.

Floor 8



Separating Sorrow



Wait for the stage to separate, then roll onto the closest square. The motion of the stage as it opens and closes can move your Monkey Ball around, too.

Speed across Then Balance



When the gaps between the platforms are small enough, roll across the stage quickly. Wait on the corner square, which takes you to the goal.

Floor 9



Roll on Down



Roll down the ramp as quickly as you dare, then turn left at the red arrow. Try not to lose too much speed on the turn.

Hit the Ramp Head-On



If you stay in-line with the arrow, you should hit the ramp dead center. You might bounce off the wall. Control your roll, then go through the goal.

Floor 10



Nervous?



The tenth level is a test of your balance and skill. You must roll fast and accurately, or you'll take a tumble.

Speed It Up



Try to take the straightaways as fast as you can. You'll need the time for the trickier, longer areas.

Stay Balanced



The final, curving area is quite slim. Go slowly if you must, but mind the clock. It's a long journey.

Bonus Levels!

If you can complete all 10 Beginner levels without falling off any of them, you will open up the Bonus levels. Use the shortcut on Floor 2 to skip a couple of areas. With practice, you can make it through the levels without falling off of any of them.

Level 11



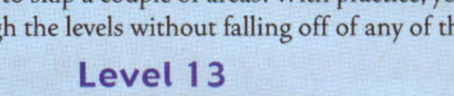
The fast-moving platforms snake from left to right. Stay on the blue checkerboard areas at all times. This one is pretty tough!

Level 12



Wait for the goal to slow its spinning, then roll through. If you choose the wrong moment, the goal may smack you off the level.

Level 13



Drop onto the black platform when it dips below your starting point. Roll up then right, on the slippery surface, to the goal.

Party Games

You and three of your best game-loving friends can play against each other in the playful Party Games. The games are three completely different takes on multiplayer minigames—none resembles the Main Game very much.

Monkey Race

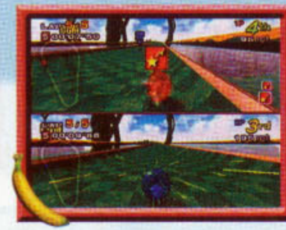
The action in Monkey Race has a Mario Kart flavor to it, with lots of items for you to pick up. It also has a touch of Monkey Ball danger—you can roll right off the courses if you're not careful, just as you can fly off floors in the Main Game's stages.

Race Your Pals



Choose the One Course Race or the Grand Prix to race your pals, monkey-style. One player can play the modes, too.

Use Items



Roll over the question-marked boxes to pick up items that can boost your speed, change the shape of a pal's Monkey Ball and more.

Speed Boost



In some areas, there are black tracks with yellow markings that will boost your speed temporarily. Roll over them when you can.

Monkey Fight

The monkeys are brawling in Monkey Fight, where it's every monkey for himself. Each monkey uses its boxing glove to try to knock the other monkeys off the platform, while trying to stay on the platform itself.

Jab Your Friends



Monkey Fight is a fast-paced monkey battle. Use the A Button to punch your opponents. You might have to hit them repeatedly.

Nab an Item



Punch the boxes to pick up cool items that help you in your battle. Items add up. If you pick up three "Big" items, you'll have a huge glove!

Grab the Points

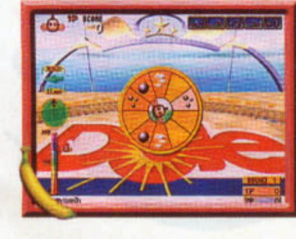


You have to knock your pals off the platform to score points. Roll over and punch players who stray too close to the edges.

Monkey Target

The oddest of the Party Games, Monkey Target, lets the monkeys come out of their balls, at least for a little while, while they're using their halved balls as wings. You'll need lots of practice to hit the targets consistently.

Spin the Wheel



Push the A Button to spin the Wheel of Danger, which may place bombs, clouds or spiked balls in your path.

Open the Ball to Glide



Roll down the ramp, then push the A Button to open the ball. Use the Control Stick to move. If you pull back too hard, you'll lose speed.

Drop for Points



When you're near a target, slow down if you can, then push the A Button again to drop onto the targets to earn points.

Minigames

For every 2,500 Play Points you earn playing the one-player Main Game, you'll open a Minigame of your choice. The Minigames are highly detailed and realistic Monkey Ball versions of some classic leisure-time activities.

Monkey Billiards

Monkey Billiards is a two-player game of 9-Ball. If you're unfamiliar with the rules of 9-Ball, you can access "How to Play" in the pause menu, as you can in every area of Super Monkey Ball to learn about its games' setup, controls and more.

Line up the Shot



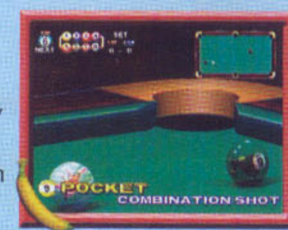
Move the Control Stick left and right to choose your shot. Hit the X Button to view the table from above. The Y Button shows the ball-hitting order.

Power Shot



Push A when the power meter reaches your preferred level. In time, you'll learn which shots require lots of power and which do not.

Pocket a Win



The first person to sink the 9-Ball is the winner. Be sure to check "How to Play" on the pause menu to get a handle on all the controls available.

Monkey Bowling

There's fun to spare in the Super Monkey Ball version of bowling. Many of your Minigame skills will get a workout in Monkey Bowling, from your sense of timing to your ability to judge the amount of spin to put on the ball. Practice this one!

Time Out



Watch the arrow and stop it with A when it reaches the perfect throwing position. If you mess up, hit B and try again.

Strength Selection



As in Monkey Billiards, push A to stop the power meter when it reaches the correct strength. Sometimes harder is not better.

Put on Some Spin



Use the L or R Button to put a bit of spin on the ball. If you messed up the positioning, you can compensate with spin.

Monkey Golf

The monkeys hit the green (and pink and orange) in Monkey Golf, a minigolf-style game with some pretty tricky shots. You get nine attempts to land in the cup. After that, your monkey will give up and look at you in disappointment.

Choose Direction



Some shots are easy to line up, but others will take a bit of experimentation. Use the Control Stick to choose your shot.

Fore!



As in the other Minigames, you'll use the A Button to stop the power meter when it's up to your standard.

Score!



You can play nine or 18 holes with up to three of your golfing buddies. The player with the lowest score wins the game.

More Monkey Fun!

There are many more levels to tackle in the one-player Main Game, and they just keep getting harder as you make your way through them. As with the Beginner levels, you can open up Bonus levels if you can make it through all of the stages in the Advanced and Expert Modes. Players must have strong nerves, steady hands and, maybe, a bit of luck to get through the later modes without falling once. As you earn points in the one-player Main Game, you will begin to earn continues, which will help you get through the tougher areas of the game. Until your monkey skills are sharpened, you'll need them!







Mewtwo Strikes Back

Love it or hate it, there's no denying Mewtwo's power as a fighter, an opponent and a media icon. The 150th Pokémon is revered for its impressive stats, its intense power and its imposing good looks. The genetic Pokémon has made an impact on TV, at the movies and in comics, and Pokéfans the world over clamor for T-shirts, caps and other products featuring the Psychic-type terror.

In celebration of Mewtwo's starring role in the direct-to-video movie *Mewtwo's Return*, we're taking a fond look back at some of Mewtwo's greatest hits. Mewtwo has made quite an impression on Pokémon Trainers in its appearances in Pokémon Red, Blue and Yellow and Pokémon Stadium, and on all kinds of products. Do you have any of these items in your collection?

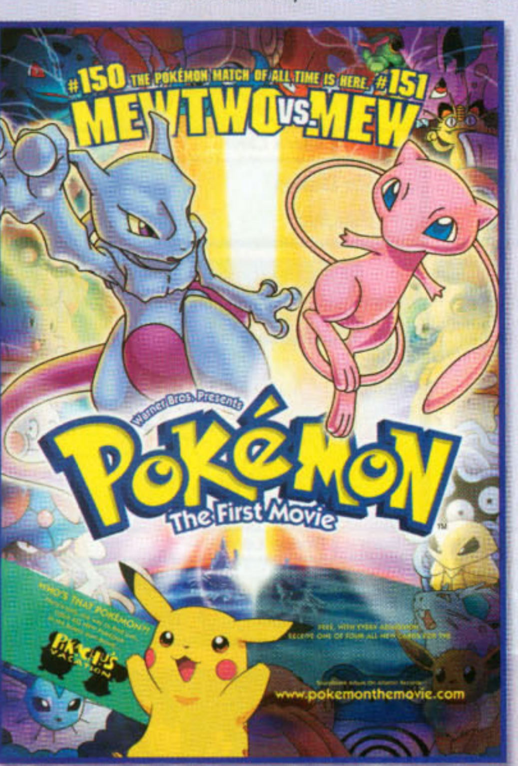


A striking image of the 150th Pokémon adorns a classic baseball cap. No fair using Confusion against the other team!

Games and comics were conquered by the menacing Mewtwo. It is often pictured in a fighting pose, with one paw raised, ready to strike with a strong psychic blast.



The stance is the same, but the T-shirts are very different. We like the sense of mystery the first shirt conveys, but any one of the tees would make quite a fashion statement. Check out the many moods of Mewtwo on the right.



Mewtwo was a force to be reckoned with in *Pokémon: The First Movie*. The flick was Mewtwo's first big role in animated form, though it did have a small role in Pokémon episode #208, "The Battle of the Badge."



Even the plastic and bean-bag versions of Mewtwo are intimidating.





Mewtwo's Return continues the story begun in *Pokémon: The First Movie*. If you'd like to learn more about Mewtwo and his unusual band of cloned Pokémon, check it out on December 5th!

pokemon.com

Colosseum

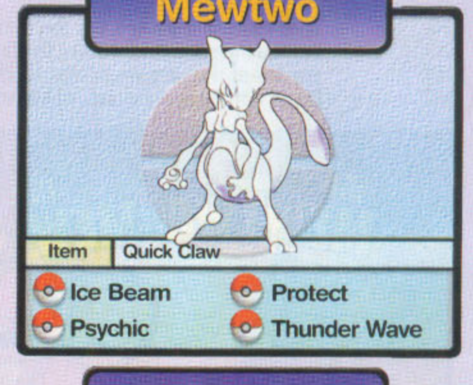
Pokémon

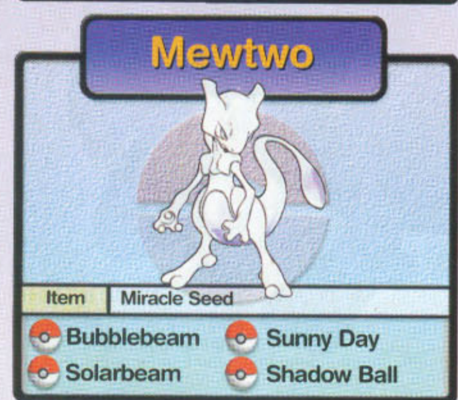
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

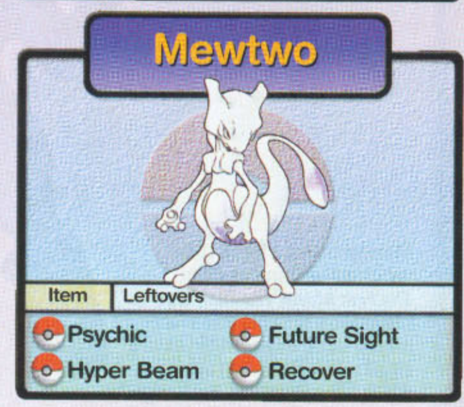
Jo Hagy of Cleveland Heights, Ohio, thinks we've been unfair to Mewtwo, and she sent in a team of six to prove how powerful Mewtwo can be. While we aren't arguing against Mewtwo's power—it was, after all, created to be the most powerful Pokémon out there—we do think that many teams that feature the powerhouse Pokémon don't really show much in the way of strategy. They rely on power, which is fine, but that shouldn't be all that Pokémon battling is about. Still, Jo's team features six different and interesting Mewtwo, which makes it a bit unusual.

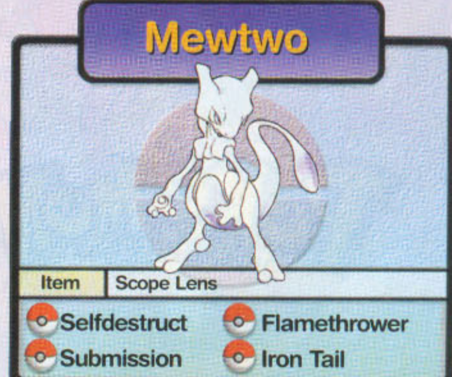












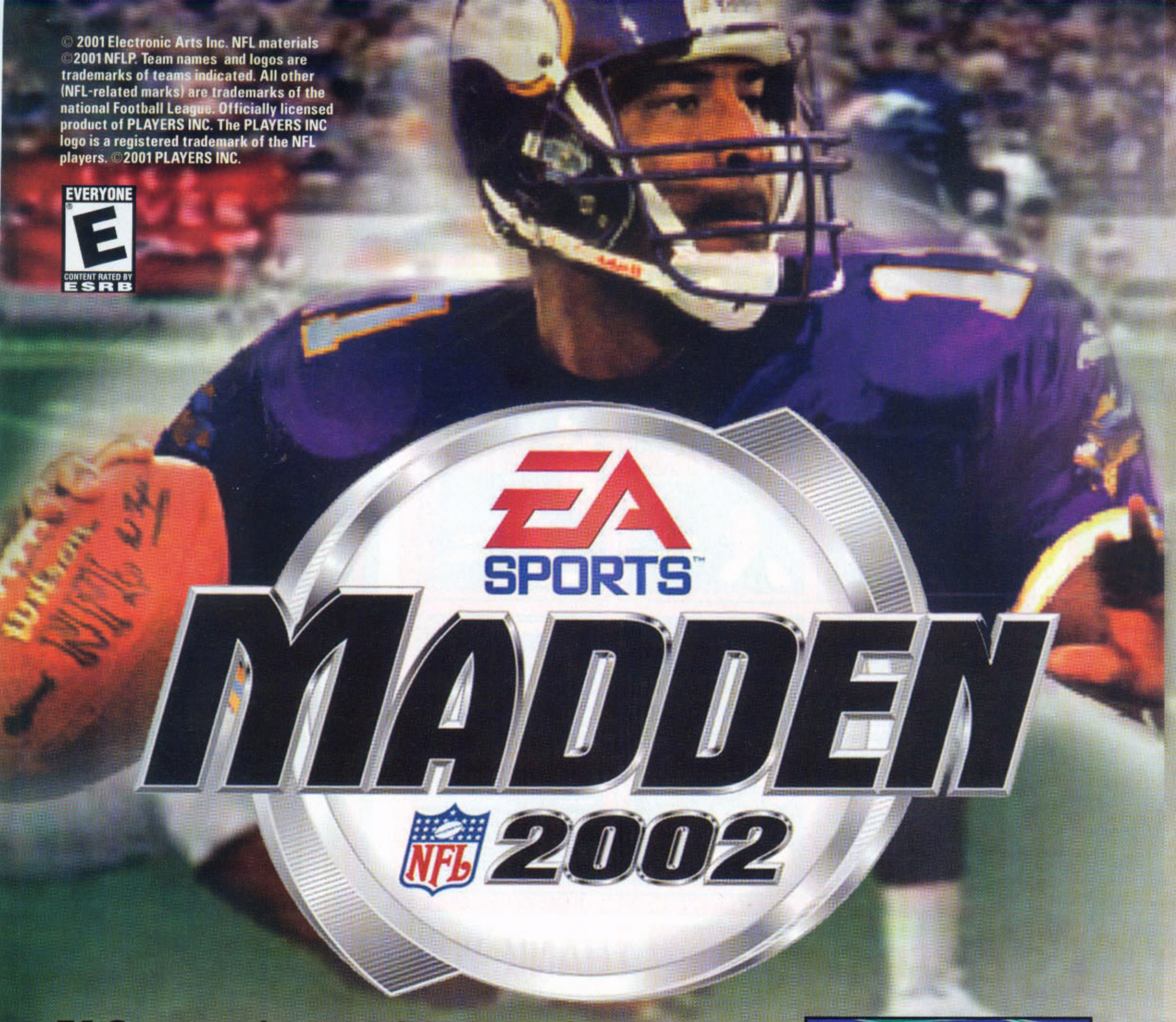
All too often, Trainers will send in teams with two or more Mewtwo, which are usually outfitted with the same attacks. While we're sure those teams work out well for their Trainers, we can't imagine it would be much fun to play with or against those sorts of teams. It probably wouldn't be very fun to play against Jo's team, unless you knew about it ahead of time and made a team fit to battle against it. Jo has created several interesting Mewtwo combos, some that play to its strengths and cover its weaknesses with moves like Psychic, Double Team, Rest, Recover, Reflect and Protect. One of her Mewtwo that she sometimes starts with is a decoy, with moves like Sunny Day and Bubblebeam, to lull her opponents into a false sense of security. We think that's sort of cruel, but she says the tactic works very well for her. She's given one Mewtwo moves like Submission, Flamethrower and Selfdestruct to cover Pokémon that might give the ferocious feline some trouble. One of the Mewtwo that stands out is the one that uses Swagger to change its opponent's Attack and Defense stats, Psych Up to copy them, Reflect to protect it from its opponent's raised Attack and Body Slam to use its own raised Attack.



One of Jo's Mewtwo is shiny. She has obviously replayed Pokémon Red, Blue and Yellow a lot to pick up six magnificent Mewtwo, and we think she's very lucky to have found a shiny creature!



Mewtwo's stats are phenomenal. The Pokémon does especially well in the areas of Pokémon Stadium and Pokémon Stadium 2 that it's allowed to enter.



EA Sports sprints out of the gate with one of the best football simulations of all time, Madden NFL 2002, for the Nintendo GameCube. Grab your helmet and prepare for a gridiron game so real, you can practically feel each hit.





FOOTBALL FINERY

Players familiar with previous Madden football games will be treated to the same easy-to-grasp play control and game setup that's become a hallmark of the series. While Madden NFL 2002 appears on other video gaming platforms, the Nintendo GameCube version features several unique features that are worth noting. The game showcases the system's crystal-clear graphics and speedy, lifelike frame rate with intricate details, such as helmet scratches and grass that gets stuck in players' face masks. This version also features the most up-to-date NFL rosters of any game around, helping to create the complete football experience.

MODES OF MADDEN-ESS

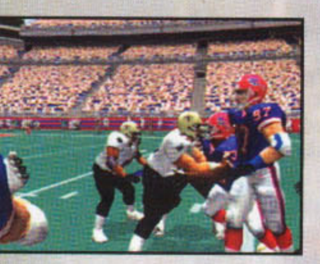
As in earlier games in the football franchise, Madden NFL 2002 for the GCN gives you many ways to play. Whether you want to get in a few quick practice downs, take on your friends in a mutliplayer tournament or coach your favorite NFL team through an entire mythical season, EA has got you covered.





PLAY NOW

Choosing the Play Now option will allow you to start up a game quickly without having to navigate its menus and without saved roster adjustments. It is great for a quick game to see which teams have the best talent, as well as for quick competitions for up to four players.





EXHIBITION

Exhibition Mode allows you to play a game under real NFL conditions, without having to worry about the stats that Franchise and Season Modes record. Use the mode to scout out your next Season opponents so you can see first-hand the plays in their playbook.





FRANCHISE

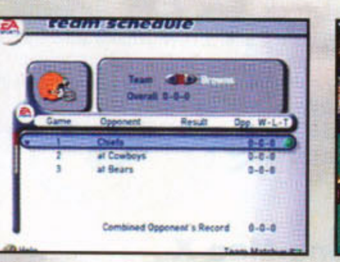
Franchise Mode will be familiar to fans of earlier games in the Madden series and remains relatively unchanged in the latest version. One new feature is that the expansion Houston Texans, who will join the NFL after you play the first franchise season, are included.





TOURNAMENT

Tournament Mode allows you to play with four, eight or sixteen teams in direct head-to-head competition. When you select the mode, you can choose to play in either a single- or double-elimination, bracketed tournament for survival bragging rights.

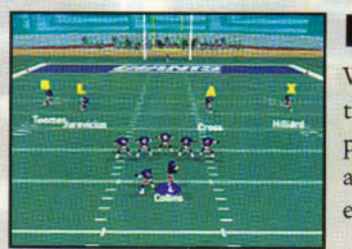




CUSTOM LEAGUE

If you like the idea of Tournament Mode but don't like its bracket-style scheduling formula, you can play Custom League. In the mode, you play a tournament competition, with up to 16 teams, in a Round Robin or Double Round Robin format, which includes a play-off.





PRACTICE

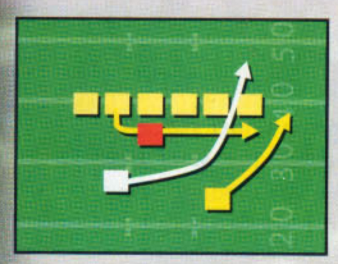
When you play in Practice Mode, you will be able to run through any play from any playbook in the game. Practicing a play is useful to see how it is supposed to work and to see how a defense will react to it. Running plays in Practice Mode is essential for those who want to perfect their execution.

YOU MAKE THE CALL

Having Peyton Manning and Marshall Faulk on offense and Jevon Kearse and Warren Sapp on defense isn't going to be much use if you don't take the time to master your playbook. Knowing which plays to run can be just as important as having quality players.

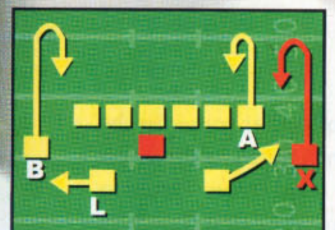
OFFENSE

Whether you choose to adopt Mike Holmgren's West Coast Offense or Mike Martz's Air Coryell Offense, you'll have to know which plays work best with which players and when to use them. Below are a few examples of plays you can use to exploit your opponent's defense.



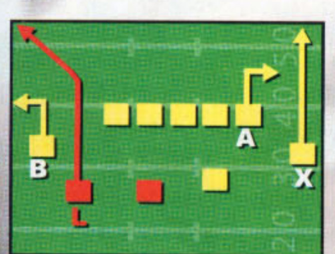
HB Off Tackle

A quick-footed running back like Edgerrin James can really hurt a defense with the HB Off Tackle play. Running behind the lead block of the tackle on the strong side of the line is sure to grab at least a few yards—if not break it long.



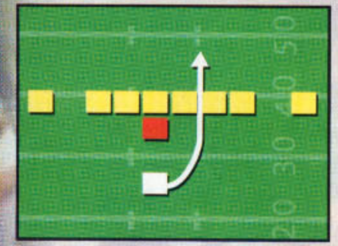
Curls

If you have a receiver who runs crisp routes like Jimmy Smith, you can get a lot of positive yardage with Curls. At the snap of the ball, the receiver will move down field as if going long, only to make a quick U-turn and come back toward the quarterback.



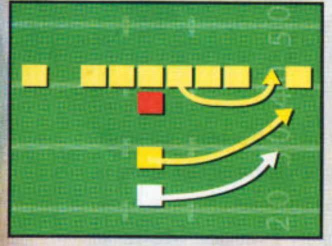
Deep Corner

When you need to go for a big gain, a Deep Corner route can produce yards in a hurry. Having a speedy and sure-handed receiver like Randy Moss will help, as the play requires precision timing and coordination by both the receiver and the quarterback.



HB Blast

The quickest way to gain some much-needed yardage and wear down a defense is to pound the ball up the middle. With the HB Blast play, it's best to use a fast and strong running back, such as Ricky Williams or Jamal Anderson.

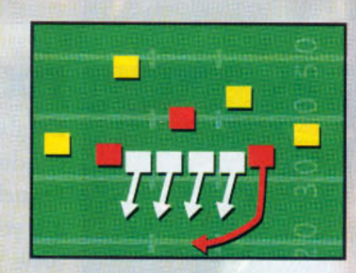


HB Toss

How do you get the most out of a lightning-fast running back like Ahman Green? Try sweeping him to the outside with the HB Toss. The HB Toss counts on your running back's speed and his ability to get to the outside corner and beat the defense.

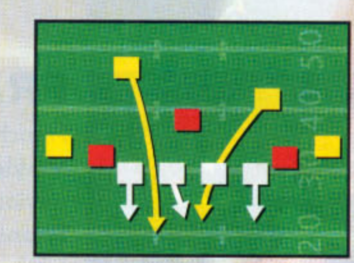
DEFENSE

Some coaches say the best offense is a good defense. Knowing which defensive play will be most effective in each different situation is a huge part of stopping the opposition. Below are a few defensive schemes that you can use to counter the previously discussed offensive plays.



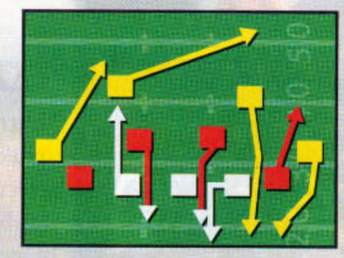
Crash Blitz

With a supreme pass rusher like Chad Brown as your outside linebacker, playing the Crash Blitz on first down can be a great way to sack the QB or stop a run to the side of the blitz. Be sure to blitz from the strong side to maximize the play's effectiveness.



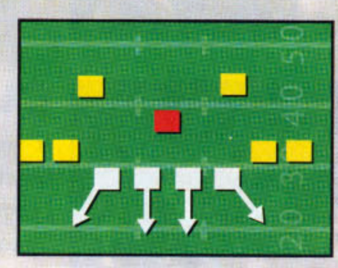
Safety Blitz

If you like to gamble, then the Safety Blitz is the play for you. It is an effective play for stopping the run and for getting key sacks on pass plays that don't challenge the middle of the field. Your corners will be isolated, so use the play with caution.



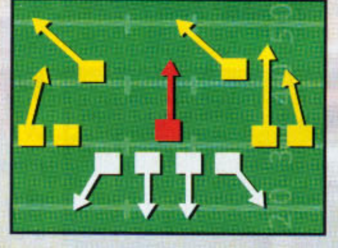
Smash Blitz

Smash Blitz overloads one side of the offensive line, bringing linebackers and a cornerback, while dropping a defensive end and a linebacker into coverage. Use the play to confuse an offensive line and maximize the effectiveness of the tried-and-true 3-4 defensive scheme.



Double Wide

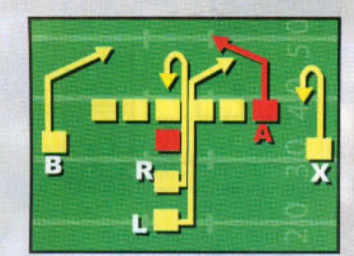
While Double Wide doesn't have anything to do with trailers, it will make sure that the opposing team's star wide receiver will be dragging around extra coverage—in the form of a double team. The play is good for shutting down short to intermediate passes.



Zone Man X

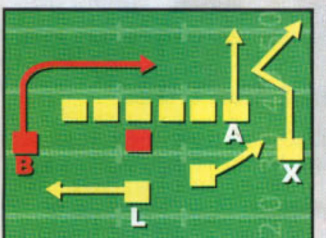
To take away the big play, you'll need several defenders guarding different areas of the field. With the Zone Man X play, your defensive backs will all head downfield, forming an umbrella that keeps opposing receivers from getting past them.

OFFENSE



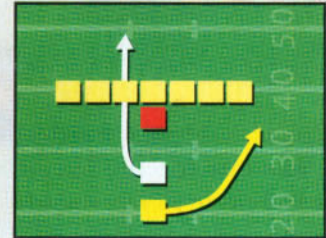
Play Action

One of the oldest strategies in football is to use the run to set up the pass. If you've run the ball a few times in a row, try using the Play Action pass. In the play, the QB fakes a handoff to the running back before throwing to a receiver downfield.



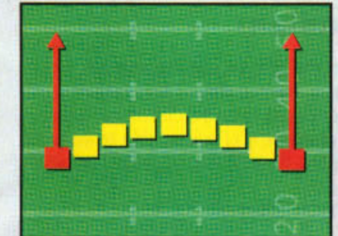
WR Middle Class

The WR Middle Class works well against blitzing linebackers and one-on-one coverage, especially with a fast wide receiver like Isaac Bruce. Use caution when throwing to receivers crossing in the middle, since throwing behind them often results in a defensive touchdown.



FB Dive

If you're facing third and inches or first and goal from the one, you might want to give the FB Dive a try. Since the fullback is almost always the strongest of your running backs, letting him pound away between the tackles is a good way to get that extra yard.



Max Prot. Punt

A lot of games are won and lost thanks to special teams. Don't underestimate your opponents' ability to get to your punter, especially if they're behind. Using this play ensures that your punter will have maximum protection to get the ball away.

MADDEN MONEY PLAYS

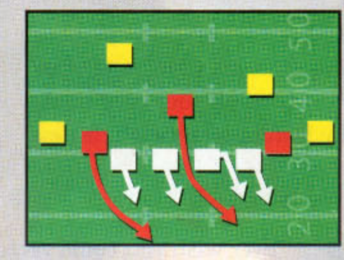
If you're a fan of plays designed for specific players, then the Go-To Plays in Madden NFL 2002 are what you're looking for. By selecting 'X' on the play-calling screen, you will be able to pick any of your offensive stars and select plays that maximize their special talents.



TWO-MINUTE DRILL

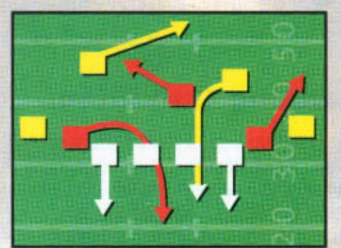
If you're a fan of the last two pressure-filled minutes in exciting, close games, you'll love Two-Minute Drill Mode. The mode will test your skill at taking the ball down the field in as little time as possible. Even if you score, you get to keep playing until time is up.

DEFENSE



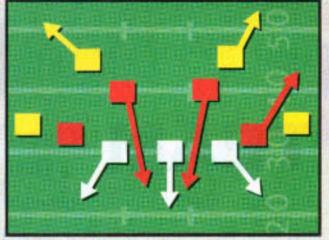
Whipman

Staying true to its name, the Whipman play has the defense lashing out at the quarterback from one side of the field, while leaving the corners in man-to-man coverage. Using running plays to the opposite side will exploit this setup, so be sure to use the play on passing downs.



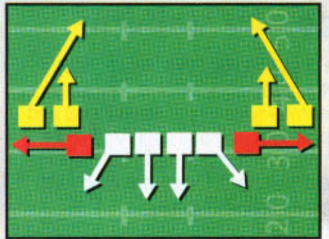
Storm Blitz

Storm Blitz drops two linebackers into coverage and sneaks a safety in on a delayed blitz. You can maximize the effectiveness of the play by using it only once in a while, and also employing it on likely passing downs, such as second and long, or on any third-down play.



ILB Blitz

As the name suggests, the ILB Blitz play is a good ol' fashioned inside line-backer blitz out of the classic 3-4 defense. The scheme relies on a speed advantage, with the linebackers sprinting through the gaps between the line-men.



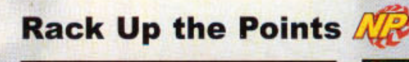
PR Safe Zone

If you're worried about the opposing team using a little razzle-dazzle, such as a fake punt, use a PR Safe Zone play to cover likely reception areas. While the scheme may make getting a good return more challenging, it's better to be safe than sorry.



Stars of the Team

The offensive stars on each team have several plays designed to make use of their abilities. So whether you have Donovan McNabb, Brett Favre, Emmitt Smith or Marvin Harrison at your disposal, there's a play for getting the most from your specific offense.



Rack Up the Points







When running a Two-Minute Drill, you're awarded points for every pass you complete, for each time you gain yardage, and, of course, for every time you score. For a little multiplayer fun, try competing with your friends to see who can score the most points.

MADDEN CARDS





A Madden football game just wouldn't be complete without collectible Madden Cards. By meeting Madden Challenges, you earn points that you can use to buy cards to fill your card book. With hundreds of cards to collect, the feature offers a whole new level of replay value.

SITUATION

Ever wish you could recreate a favorite nail-biter game, or jump right into your very own fourth-quarter comeback? In Situation Mode, you can choose the teams, the current score, the quarter, as well as a number of other variables that affect your very own custom game.



Changing Conditions

When creating a customized situation to play, you'll get to select the down and distance of the current possession, the weather conditions, which team is at home and which is visiting, how much time is on the clock and the number of timeouts each team has.



Beat the Odds

Once you have the game conditions set, jump right into the game on either side of the ball. Try playing as a team attempting to make a heroic fourth-quarter comeback or a team trying to fend off a late rally.

CREATE A TEAM

One of the best new aspects of the latest version of the Madden franchise is that it gives you the ability to create your own custom team. You can bring your team into existence, give it a name and city to play in, and add a multitude of other details to make it your own.



Logo and Uniform

While creating your own team, first, select a logo and a uniform. The game comes with several different logos and has an almost endless supply of color schemes, so finding satisfying combinations isn't hard. Experimenting with the details is half the fun.

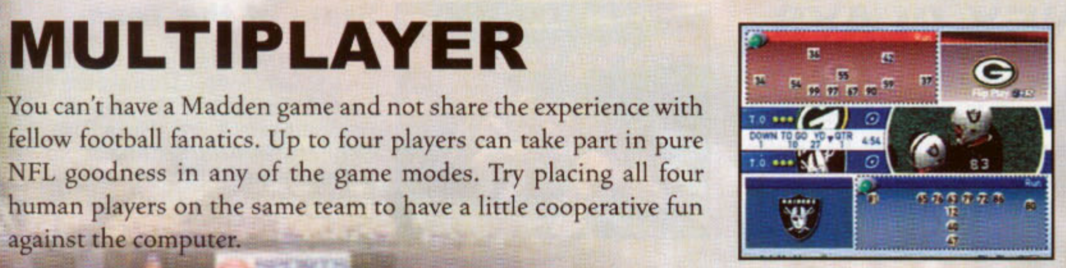


Stadium

As in the NFL, all new teams will, of course, require their own stadium. After deciding on a team name, logo and uniform, you will be able to select a stadium. Choose the style and name of the stadium and select the type of field you'll play on.

MULTIPLAYER

You can't have a Madden game and not share the experience with fellow football fanatics. Up to four players can take part in pure NFL goodness in any of the game modes. Try placing all four human players on the same team to have a little cooperative fun against the computer.





FINAL WHISTLE

Madden NFL 2002 demonstrates the advanced graphics capabilities of the Nintendo GameCube and demonstrates the system's ability to support sports games with a hyperrealistic look. The game is more than just pretty—it goes the extra yard to provide an unprecedented level of realism that out-legs the competition and sets the bar high for future football simulations. If greatness is in the details, then Madden NFL 2002 for the Nintendo GameCube is, without a doubt, a champion of Super Bowl caliber.



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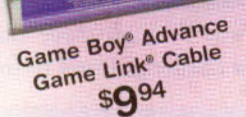
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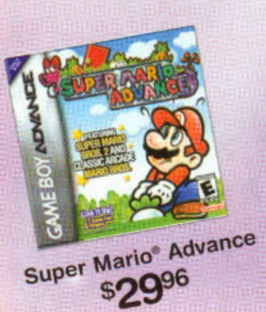
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RAZOR'S EDGE

In this Blockbuster Video N64 exclusive from Crave, it's not just another day at the scooter park when a mechanical monster captures your friends, and it's up to you to complete the robot's challenges. Strap on a helmet and elbow pads, because you'll need to grind, grab and flip your way through three stages, then complete the six challenge levels to free your buddies.

SKY-HIGH SCOOTERS

At the beginning of the game, you can play only as Chad or Ami, but you can unlock other playable characters by completing the Sky Fortress stages in Circuit Mode. Pick your rider and the color of your scooter then grab some air and grind a few rails! In Versus Mode, you and a friend can determine who really rules the playground.

ONE-PLAYER PRACTICE



You should use Practice Mode to explore the levels without a time limit, as some of the Wheels you'll need to find are very well hidden. Try smashing through walls and windows to find hidden areas. Look for high rails and long grindable surfaces that you can use for big combos. Once you're ready to go, move on to Circuit Mode.

ONE-PLAYER CIRCUIT



Circuit Mode is where you'll use your mad skills to complete level objectives. Score big points, grind a certain distance, pull off a sick combo and find the hidden Wheels. You'll earn 10 Bonus Seconds each time you fill the meter on the right side of the screen. Many of the objectives are surprisingly difficult.

TWO-PLAYER VERSUS



Two players have to take turns with one Controller, since the game doesn't support simultaneous play. Each player picks a rider and a scooter, then tries to score as many points as possible within the time limit. Bonus Seconds are not awarded in Versus Mode, although Wheels are still worth 100 points each.

FREESTYLE FRENZY

Most of the moves are the same for all characters—pause the game and choose Trick List to see all the available spins, holds, grinds, and stalls. If you repeat the same trick, you'll get fewer points each successive time you complete it—so mix it up! Link combos with grinds and manuals for a big score. The stunts are fairly easy to master, but be sure to land right or you won't get any points.

HOLD	
ROCKET	↑ ▶
ROCKET X-UP	↑ ▶
ONE HANDER	↗ ▶
SUPERMAN	↗ ▶
TURNDOWN	→ ▶
X-UP	→ ▶
NAC-NAC	↓ ▶
INDIAN AIR	↘ ▶
TABLE TOP	← ▶
CAN-CAN	↙ ▶
ONE HANDED CAN-CAN	↙ ▶
NO FOOT CAN-CAN	↙ ▶
CANDY BAR	↖ ▶
THE BLUENOSE	↑ → ▶
ONE HAND NO FOOTER	↑ → ▶
BARHOP	↖ ▶
ONE HAND SUPERMAN	↑ ← ▶

SPIN	
NO FOOTER	↑ ◀
BODY VARIAL	↗ ◀
F/S TAILWHIP	→ ◀
ONE HAND TAIL WHIP	↘ ◀
HAND CLAP	↓ ◀
BARSPIN	↓ ◀
LEGSWEEP	↙ ◀
TAILWHIP	← ◀
DECADE AIR	↖ ◀
FRONT FLIP	↑ ↑ ◀
AROUND THE WORLD	→ → ◀
BACK FLIP	↓ ↓ ◀
BACK FLIP NO FOOTER	↓ ↓ ◀
B/F ONE HAND NO FEET	↓ ↓ ◀
AROUND THE WORLD	← ← ◀
DOUBLE TAILWHIP	← ← ◀

GROUND	
NOSE MANUAL	↑ ↑ ▲
MANUAL	↓ ↓ ▲

GRIND	
FEEBLE GRIND	▲
CROOKED GRIND	↑ ▲
5-0 GRIND	↓ ▲
SMITH GRIND	↓ ▲
ROCKET GRIND	↓ ▲

LIP STALL	
HAND PLANT	▲
ROCK AND ROLL	↓ ▲
BACKSIDE BONELESS	↓ ▲
TAP BARSPIN	↓ ▲

RAILSLIDE	
RAILSLIDE	▲

SCOOTER PARK

The first stage, Scooter Park, has lots of halfpipes, ramps and rails to get you started. Complete the first objective (worth 10,000 points) to open the next stage. Every time you fill the power meter on the right side of the screen, you'll get 10 Bonus Seconds.

OBJECTIVES

- 10,000 POINTS
- 600-FOOT GRIND
- 30,000 POINTS
- 6,000-POINT COMBO
- 100 BONUS SECONDS
- 30 WHEELS

HALFPIPE HAVOC





Earn points and Bonus Seconds in the halfpipe. From the start, take the first left, leap to the left edge of the ramp and over the wall to the mini halfpipe.

HIGH-WIRE ACT







Some of the Wheels located high in the air seem impossible to get. From the start, take the first left to find a quarterpipe. Catch some air and veer to the left to land in a small halfpipe. Hop out and grind across one of the middle rails to collect the Wheels.

WHEELS OF FORTUNE











Plan your route carefully to get every Wheel. From the start, go straight through the gray door to find an area with lots of Wheels. Clear the section, then ride up the ramp and grind through the window to find a lone Wheel in a small room. Use the quarterpipe to smash the window located high on the right, then grind across the rails that lead back across the main area. You'll find three elusive Wheels.

SCHOOLZ OUT

No more teachers, no more books! School's out for summer, so you can gleefully grind across tennis courts and jump over buses as you complete objectives in the level. Be sure to knock over the lifeguard tower, then grind across it to a high platform.

OBJECTIVES

- 15,000 POINTS
- 7,000-POINT COMBO
- 700-FOOT GRIND
- 100 BONUS SECONDS
- 45,000 POINTS
- 30 WHEELS

HIGHER EDUCATION






Shatter some windows to find three hidden Wheels. From the start, grind across the lights to the quarterpipe. Catch some air and break through the window on the right. Collect the Wheel in the small room, then crash through the other window and land on the rail next to the building on the left. Grind the wall rail for two more Wheels.

SWIM TEAM



To score big points or collect Bonus Seconds, head straight for the pool. With no lifeguards on duty, it's a simple matter to clear the level and open up the Clock Tower. Gain some speed and grab big air to pull off a rad combo. There's also a high platform in the area with four Wheels.

GRIND IT OUT





Perform another high grind to collect the Wheels. Gain some speed at the quarterpipe by the vending machine, then use the ramp to get atop the light rails. Grind across the left side, then hop over to the right rail to collect all four Wheels in one trip.

CLOCK TOWER

High up on the rooftops, complete the six objectives to unlock the six Sky Fortress stages. Collecting all the Wheels in the level is quite a challenge. Be careful because it's a long way down. If you take a tumble, you'll be sent back to the start of the stage.

OBJECTIVES

- 20,000 POINTS
- 8,000-POINT COMBO
- 800-FOOT GRIND
- 100 BONUS SECONDS
- 60,000 POINTS
- 40 WHEELS

BRIDGE THE GAPS




The first Wheels are on a rail atop the pipe where you'll start. Use the ramp to jump and grind over the pipe, then grind across the picnic tables for more Wheels.

POOL PARTY




The pool is the best place to earn points and score Bonus Seconds. Quickly circle through the level and up the ramp, then crash through the high window to find the pool.

RESTART

Get back to the start by crashing through the window by the pool and pick up any Wheels you missed the first time around.

COUNTING CROWS




You'll have to grind across the rails to get from one rooftop to another in the Clock Tower. The black crows won't bother you, although they can be distracting.

HANDS OF TIME



You'll find many Wheels in the stage on high rails. Three are perched on the clock hands, but they can be tricky to get. Use the quarterpipe across from the clock face to catch some big air, then land and grind across the face of the clock. If you miss the landing and drop to the lower level, you'll have to circle all the way back around and try again.

THE SKY'S THE LIMIT

You'll open the six Sky Fortress Challenge levels as you complete the six objectives in the Clock Tower. To free your kidnapped friends, you'll have to collect all the Wheels on the floating platforms within a one-minute time limit. Some are perched on treacherously high rails, others are on unstable platforms that drop away beneath you. Completing each one of the Challenge levels will unlock another playable character.

CHALLENGE LEVEL 1

OBJECTIVES: GET WHEELS, FREE DARYL

You'll have to collect all 30 Wheels to free your buddy, Daryl. Build up some speed on the quarterpipes, then bag the Wheels above the ramps. Grind across the irregular beam for the final Wheel.






CHALLENGE LEVEL 2

OBJECTIVES: GET WHEELS, FREE HECTOR

In the second challange, you'll face breakaway platforms that drop away as you ride across them. Jump across the gaps from the central platform the second time you cross them. Save the Wheel on the beam for last.

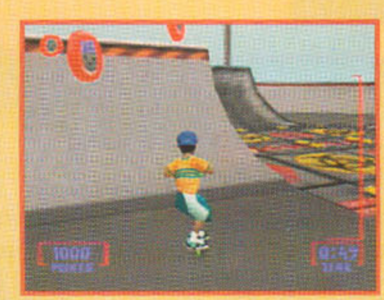





CHALLENGE LEVEL 3

OBJECTIVES: GET WHEELS, FREE BRITTANY

Save the long grind for last on Sky Fortress 3. Use the ramps to jump from one side to the other. When you reach the circular ramp at the end, launch up to the rail and grind your way back across.



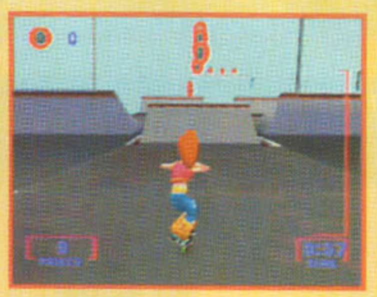



CHALLENGE LEVEL 4

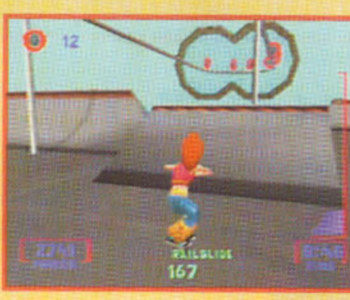
The forth level has it all—ramps, quarterpipes, rails, even a window to break. Go forward to the high rail and grind across to the right. Come back and grind the two long, curved rails to get the Wheels.

OBJECTIVES:
GET WHEELS,
FREE TITO











CHALLENGE LEVEL 5

Although the design of Sky Fortress 5 is similar to the first two challenge levels, this one has more breakaway blocks. You should jump so that you leave the middle block so you can get across the gap a second time.

OBJECTIVES:
GET WHEELS,
FREE CHIPPIE











CHALLENGE LEVEL 6

Circular level 6 is the most difficult of all. Start by collecting all the Wheels on the right side, then turn around at the quarterpipe and collect the Wheels on the other side on the way back.

OBJECTIVES:
GET WHEELS,
FREE TIKI MAN













FINAL SECRET?

The word on the street is that there's a way to unlock a final secret character, the mysterious robot behind the fiendish plot to disrupt the Scooter Crew. Is it possible or just a rumor?

EXTREME FUN

While their game may not have the same depth or complexity as Tony Hawk's Pro Skater, these tykes know how to thrash! The level objectives and bonus stages are quite challenging, and the play control is tight and responsive. Who knew scooters could be this much fun?

Wave Race: Blue Storm

Raves for Waves

Wave Race: Blue Storm is set to make a titanic splash on Nintendo GameCube when the new console debuts this month. It's fast, beautiful, challenging and intense fun for up to four players. Variable weather conditions add challenge and variety to the game as you coordinate your racing schedule to suit your strengths. Thanks to awesome play control and the built-in rumble of the GCN Controller, you'll feel as if you're actually on the water, crashing through waves and pulling stunts off ramps. Catch the wave or you'll be left high and dry.









Championship

The main one-player mode is broken into three competitive circuits of five, six and seven days, plus an Exhibition race in Dolphin Park.

Stunt Mode

In Stunt Mode, you score points by performing stunts and racing through hoops within set time limits. You need speed and skill.

Free Roam

Go where you want to go, search for shortcuts, play with dolphins—do whatever you like. There's no goal except to have fun.

Time Attack

Try to set the fastest time on every track in Time Attack Mode. You can save ghost data on a Memory Card and race against yourself.

Multiplayer

With extra Controllers, you can race against three other human competitors on any course unlocked in the Championship Mode.

Tutorial

Detailed movies show you how to perform all the moves possible on your watercraft. Learn and practice world-class stunt skills.

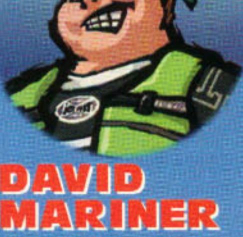
Buoys and Curls

They come in all shapes and sizes and hail from all over the world. The riders of Wave Race: Blue Storm not only look different on the surface, they feel different on the water. Try them all to see which one will take you to the Expert Championship or choose a tough rider for an extra challenge.



Ryota Hayami

Ryota has decent ratings in three attributes: top speed, maneuvering and strength. His balance makes him a good choice for beginners.



David Mariner

David Mariner is slow to get started, but once he's up to speed, he's the king. His strength is his only other superior attribute.



Akari Hayami

Akari is a sprinter with exceptional acceleration. She's something of an acrobat, as well. Her stunt skill attribute is extremely high.



Nigel Carver

Nigel is another balanced rider. His one outstanding attribute is maneuvering. The rest of his scores are pretty average.



Ayumi Stewart

Ayumi is the most balanced of all the riders in the game. She has no weaknesses, but she doesn't have any notable strengths, either.



Rob Haywood

Another big man on the circuit, Rob has excellent strength and top speed ratings. His ratings in other categories are below average.



Ricky Winterborn

Young Ricky W. flaunts his super acceleration and top notch stunt skill rating. You'll have to pull a lot of stunts to get extra turbos.



Serena Del Mar

Serena has fairly strong scores in acceleration, maneuvering, stunt skill and top speed. She just doesn't take hits very well.

The Rider Stuff

Acceleration

A high acceleration score translates into quick starts off the line and gets you back in the race quickly when you hit an object.

Maneuvering

Maneuvering measures how quickly a rider responds to the Controller. A higher score means the rider will turn faster.

Strength

There are a lot of obstacles in the water. If you hit one, you'll slow down according to your strength. More strength allows you to slow down less when you hit a floating object or wall.

Top Speed

The top speed attribute measures how fast a rider travels when the throttle is fully open. You can exceed top speed with turbo boosts.

Stunt Skill

Higher stunt skill scores mean the rider needs less time in the air to perform a stunt. More stunts mean more turbos.

Customization

You can customize riders, too. Using the Customize menu, you can adjust the balance between acceleration and top speed. You can loosen or tighten maneuvering control, as well. To top things off, you can even choose a new color scheme for your ride.

GETTING WET

Wave Race: Blue Storm gives riders plenty of options for learning the ropes. The four options listed below will help you learn the courses, the moves and the shortcuts, which help lop seconds off your time.



TUTORIAL MODE

You have to know how to control your machine, and the Tutorial Mode gives you all the details. You'll learn everything there is to know about turning, diving, banking and performing amazing rolls, twists, spins and other stunts.



GHOST MACHINE

Use the ghost option to train on opened courses and beat your best time. As you shave off seconds and set new speed records, you'll learn the fastest route through each course. Practice on all three circuit levels to learn how the courses change from one circuit to the next.



ROAMING FREE

Cruise opened courses and check out every nook and cranny. You may find shortcuts or places where you can shave corners tighter than you thought. The buoys are absent, but the jumps and channels are there. It's a great mode for practicing stunts that will give you added turbos.



STUNT MODE

Stunt Mode is fun all by itself, but it also teaches you to think about using stunts to earn turbo boosts. As the competition gets better, you'll need the extra bursts of speed to compete and win. You'll learn which moves are easiest to perform and which riders can pull off the best moves in the least amount of time.



THE PERFECT STORM

Each circuit begins with a weather forecast and the opportunity for you to choose which course to race on which day. By racing the toughest courses on the sunny days, you may give yourself an edge.



RISE AND FALL

Water levels may rise or fall on some courses depending on the lap. On the Southern Island course, the water falls on the second lap, revealing a ship and various pilings in the water. Look for shortcut opportunities, such as shooting under the wharf to cut off a corner.



FOUL WEATHER

Rough weather means big waves and driving rain that reduces visibility. Wave sizes in storms vary depending on the course. If you know the course well, you'll have an advantage. You may have to slow down through slaloms or where the biggest waves break on the course. Play it safe and just try to finish.



SURF'S UP

Wave height affects your control in several ways. Turning amidst big waves is harder, and you may have to begin earlier or turn tighter. You'll jump higher over big waves, too. In some cases, you can ride the smooth crest of a wave for a long time, and some big waves can carry you safely over obstacles.



RUNNING BLIND

Bad weather may reduce visibility dramatically, depending on the conditions and the course. Water spray, rain and ice can accumulate on the screen, blocking your view of the course ahead. You'll have to rely on your memory of the course and landmarks nearby. It's not a pretty sight.



WINNING WAVES

Every course is different, but NP has compiled some top tips for Wave Race riders. If you keep the strategies in mind during races and practice runs, you'll find most of the secrets on each course quickly.



KEEP STRAIGHT

Keep to the straight and narrow path whenever possible. Try to take a straight line through consecutive buoys to reduce the amount of turning you have to do, which will help keep you racing at maximum speed. When you have to turn, a gentle curve drains less speed than a sharp turn.



CORNER CUTS

Some corners are going to be sharp no matter how you approach them. Practice controlled sharp cuts. Use the R and L Buttons to lean while pulling back and in the direction of the turn on the Control Stick. A good acceleration rating will help your rider regain the speed he or she will lose while making a sharp turn.



CRESTFALLEN

Ride the crests of waves for as long as possible while trying not to fall into the troughs. You'll travel faster on a crest, and you can see your goal more clearly from its height. The ride is smoother, as well, since you won't be tossed around by the next wave. Sometimes you can ride a massive wave for a long time.



THE LOST BUOYS

If you miss five buoys, you'll be disqualified, but there's no penalty for missing up to four buoys. Look for single buoys that, if skipped, will shorten your distance along the course. You may want to save your buoy skips for the end of a race so you can ignore the final buoys and go straight for the finish.



TURBO TIPS

Wise racers save their turbos to use on straightaways and where the water is calm. A turbo boost at the end of a race might be enough to propel you past an opponent. You may even catch extra speed by riding through an invisible Hidden Turbo Ring. They're usually found off the fastest line and sometimes on ramps.



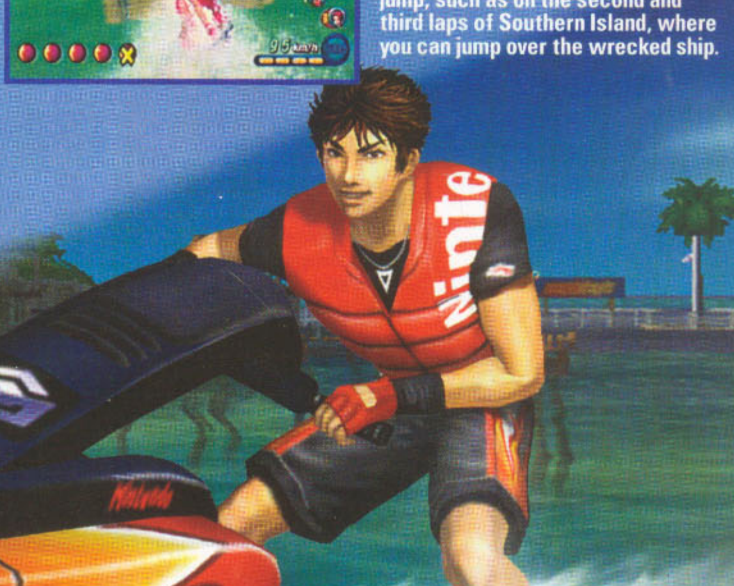
GET THE JUMP

Every track has one or more places where you can use a jump to bypass part of the course and get a jump on the competition. Sometimes the water level on one or more laps will reveal shortcuts or new places to jump, such as on the second and third laps of Southern Island, where you can jump over the wrecked ship.



STUNTS SCORE

It's not always easy to pull off a stunt during a heated race, but if you manage to do it, you'll earn an extra turbo. Extra turbos can mean the difference between winning and losing.



SHORT AND SWEET

Shortcuts may be as simple as skipping a buoy on one lap or as complex as diving under the waves to pass beneath a low obstacle. Use Free Roam Mode to look for places to cut off chunks of the course.



DIVE FOR GLORY

You can often jump over obstacles, but in many cases, you have to go around them. And there are other times when you can dive beneath boats, boxes, icebergs and other flotsam to get ahead. Hit a jump before the obstacle and, when you're in the air, push forward on the Control Stick to dive.



BREAKING THRU BARRIERS

Explore every suspicious lead. In Lost Temple Lagoon (in the Hard Difficulty race) look for the cracked wall as you enter the temple area. Bust straight through the wall to cut off a loop of the river. You never know where a shortcut leads.



BENEATH THE BRIDGE

On the Aspen Lake course, look for the low bridge. Hit the jump in front of the bridge, dive and veer to the left so you miss the yellow buoy. Opportunities such as this one will shave precious seconds off your time and give you an advantage over other riders.



OPEN DOORS

You can open doors that are shut by crashing a speeding watercraft into them. On La Razza Canal (in the Expert Difficulty race) you can shorten your journey by knocking on the left wooden door and busting through to a shortcut.



ALL FOR WIN!

Multiplayer racing means endless, unpredictable fun and challenge. Party riders can hit the waves for racing thrills or stunt-racing spills. All you need are some extra Controllers and waterproof friends.



PARTY STUNTS

Challenge your friends to one blazing stunt lap on any opened course. You score points for going through rings, pulling stunts and posting a low overall time. The rider with the highest point total wins the race.



PARTY RACING

Up to four riders can challenge each other on any open course. You'll race the normal number of laps for that course, and whoever crosses the finish line first wins. It's pure racing excitement.



STAY THE COURSE

With five-, six- and seven-day circuits on eight grueling, ever-changing courses, Wave Race: Blue Storm has more variety than you can shake a fish at. You can spend hours bettering your best times and days perfecting your stunt skills. One thing is for certain—you'll want to buy a GCN Memory Card to save your accomplishments on the high seas. It's racing at its best, and it's only on GCN.



Roam 3-D hallways of horror in the GBA version of a classic first-person shooter.



PRESS ANY BUTTON TO CONTINUE

MEET YOUR DOOM

Like a high-powered blast from the past, the classic first-person shooter that helped jump-start the hallway-roaming, bad guy-blasting genre is back in action with Activision's Doom for GBA. The gruesome 3-D run-and-gun game comes filled to the brimstone with nightmarish monsters, blood and violence, so the ESRB recommends the game for players ages 13 and older. If you're not too young and not too squeamish and you love games such as Quake, bite the bullet and set your sights on Doom.

LOOKING FOR TROUBLE

Doom takes place in a military installation on the Martian moon, Phobos. Evil forces have seeped through a supernatural gateway in the base and have taken it over. By uncovering hidden passages and rooms, you'll be able to secure every last corner of the space station.

Switches and Elevators





Doom is stocked with hidden hallways, floors and rooms. Usually, the key to unlocking a secret area is to flip a switch or ride an elevator. A switch can open a secret door, extend a bridge or raise a staircase. An elevator can give you a lift to otherwise unreachable heights.

Keys and Timed Doors





If you come across a door with a color-coded frame, you must find a key of the same color to unlock it. Some doors are never locked, while others briefly remain open after you do something, such as flip a switch or walk across an invisible boundary. Listen carefully as you play the game so you don't miss the sound of a secret door creaking open.

STAYING ALIVE

The game isn't called Doom because everything is fine and dandy. Survival won't come easy, but at least you'll have some power-ups to make your mission more manageable.

Stimpack



For a quick pick-me-up, juice up with a small boost of health from a Stimpack.

Medikit



More potent than a Stimpack, a Medikit restores a healthy portion of your vitality.

Health Potion



Grab a Health Potion when your health is at 100 to raise your Health Level beyond its normal limit.

Soul Sphere



For a 100-point boost of health, snag the Soul Sphere. Your Health Level maxes out at 200.

Security Armor



Armor will help you withstand attacks, and Security Armor is the basic vest. Its Armor Level rating is 100.

Combat Armor

Combat Armor is more impervious than Security Armor, and it provides perfect protection against enemy fire.

Spiritual Armor

The armor equivalent of the Health Potion, Spiritual Armor will extend your protection rating beyond the normal 100 level.

Invulnerability



The temporary effects of the Invulnerability Artifact will render you invincible as long as the screen is blue.

ARMED AND DANGEROUS

You can fight with your fists, but a knuckle sandwich isn't the best or wisest offense you can serve up. Be on the lookout for the game's seven weapons—they'll help you introduce your enemies to their doom.

Chain Saw



If you're low on ammo, switch to the chain saw, chop-chop. The weapon works only at point-blank range.

Rocket Launcher



Rockets are powerful, but you must fire at far-away targets or you'll risk getting toasted by the blast.

KNOW YOUR ENEMY

Lurking around almost every corner is an enemy. The different types unleash unique attacks, so familiarize yourself with your opponents and the weapons that work best against them.









MAP KEY

All of the areas in the game's first episode are mapped out on the following pages. Keep an eye out for the symbols below, since they represent important points of interest on the maps.

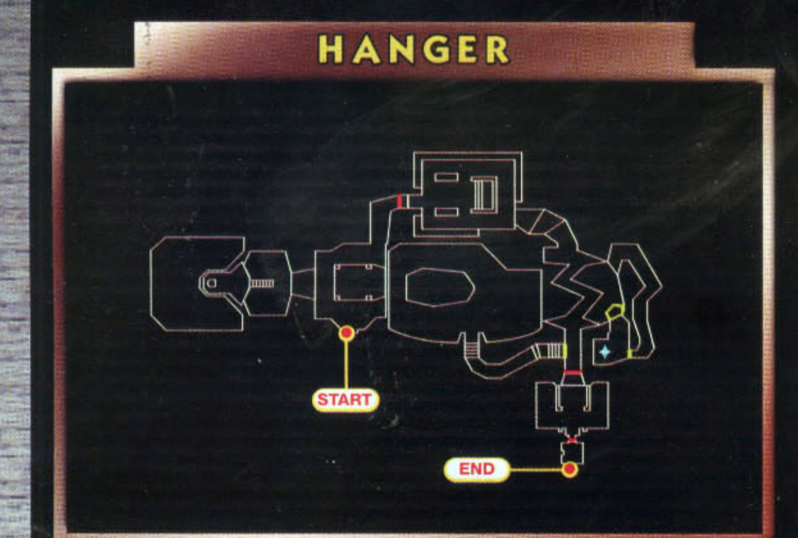


- Red bars indicate visible doors, which may or may not require a key for entry.
- Green bars represent invisible doors, which you must somehow activate.
- Blue diamonds mark weapon locations on the maps.

KNEE-DEEP IN THE DEAD

Doom features three separate adventures, or "episodes." The game's first episode—morbidly and appropriately named Knee-Deep in the Dead—contains seven buildings and one secret facility. Your goal is to find the exit (or secret exit) to reach the next area.

HANGER



The Imp's Hideaway




The zigzagging path over the green toxic pool passes by a ledge guarded by a fireball-pitching imp. After blasting the imp, cross the bridge and open the door leading to the final room. By entering the room, you'll lower the ledge where the imp was, revealing a secret alcove . Backtrack north to the beginning of the zigzagging path. The second you cross into the shadowy area at the foot of the path, a secret elevator will open in the alcove. Quickly slosh through the pool to get a lift.

Into the Backyard



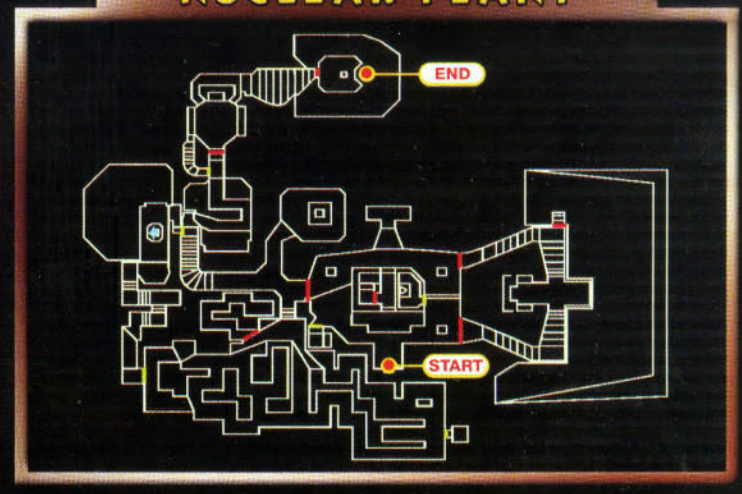
You start the level facing some steps. The outer wall that surrounds them conceals a hidden room. Open the brown section of wall to enter it. If you flip the switch inside, you'll open a hidden passage, which will gain you access to the grassy area by the eastern stairways.

Chain Saw Secret

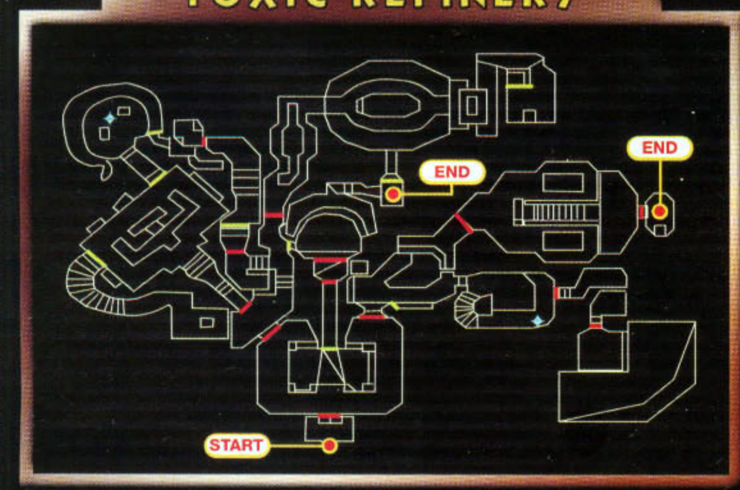


Beyond the red door is a pillar on an island in a pool of green sludge. Make a mad dash to the island, then flip the switch on the pillar to unlock the maze in the southwest section of the level. Work your way to the west end of the maze to open a secret door. Enter the passage to find the chain saw.

NUCLEAR PLANT



TOXIC REFINERY



Two Exits




All three episodes feature a hidden level. The Toxic Refinery contains a normal exit (pictured above to the right), which leads directly to Command Control. The Toxic Refinery also contains a hidden exit (pictured above to the left), which leads to the secret Military Base. To find the hidden exit, enter the door northwest of your starting point. Keep heading northwest up the steps until you reach a fork. As soon as you head down the path that bends to the right, a secret ledge will lower in the far-right corner of the room. Race to the hidden entrance, then work your way to the switch. Activate it to extend the hidden bridge across the level's starting point.

Collecting Keys



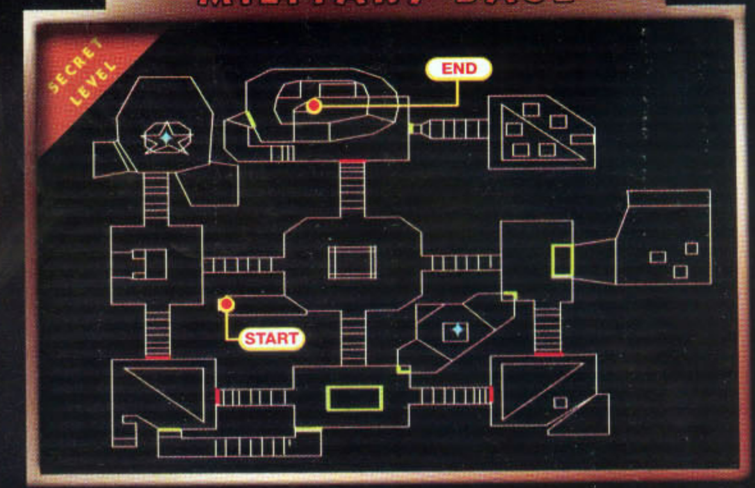
Patrolled by armies of enemies, the secret Military Base is one of the game's most brutal levels. Before you can hightail it to safety, you must pocket the yellow, red and blue keys, which unlock the level's chambers, and flip the switches inside those areas to reveal the base's exit.

Watch Your Back

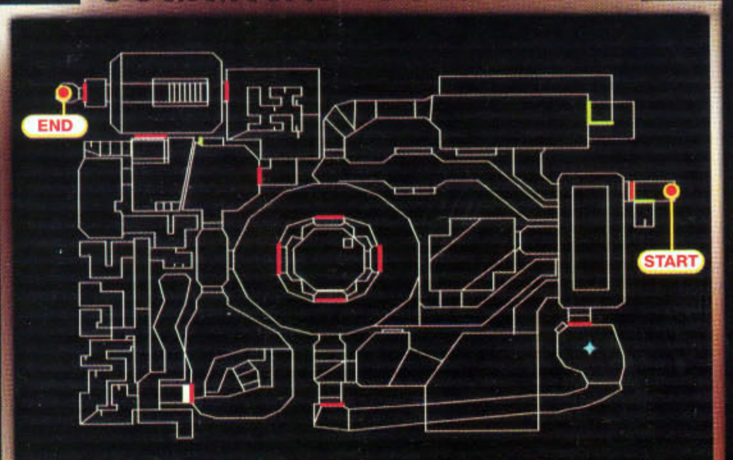


Almost everything in the Military Base is booby-trapped, so just about every door you open, switch you trip and item you pick up will summon a slew of enemies. Always have a weapon ready—especially the rocket launcher if you're not in close quarters.

MILITARY BASE



COMMAND CONTROLL



Radiation Suits



A pair of radiation suits hangs by the entrance to the circular plaza. Try one on for size to walk safely in the toxic slime. The suit's protective properties wear off after time, but the outfit should shield you long enough for you to reach the Soul Sphere at one end of the nearby toxic stream.

Into the Out Door



With the blue key, you'll be able to enter a locked section of the level, which leads to the yellow key, a switch and the yellow door. Trip the switch to enable a bridge leading to the exit, then enter the yellow door to begin your trip to the level's exit.

Into the Slime



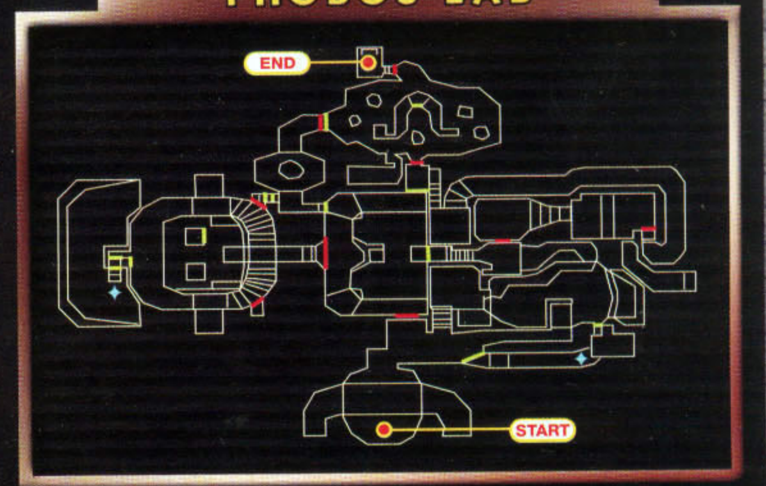
Walk to the end of the snaking ledge that overlooks the green, toxic pool. Drop into the slime at the end of the ledge, then trudge across the pool to a secret door inside the opposite wall. Skim by the southeast wall while tapping B to open the hidden door.

Getting a Lift NP



Stepping on or off the platform by the switch will cause the two pillars in the toxic pool to rise or fall. When they're at ground level, trigger them so they rise, then quickly hop aboard. You can snag the ammo or armor on the ledges if you make a break for them on your way up.

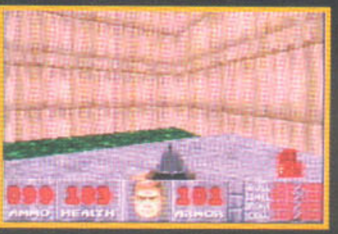
PHOBOS LAB



Central Processing



Red Key Chaos



The red key is out in the open, sitting on the walkway over the toxic pool in front of the starting point. When you pick up the key, you'll summon a demon nearby, so be quick on the draw and ready to battle.

Radiation Migration



On your way to the blue door, pick off the imps on the ledges to the right and the soldier who patrols the main path. The imp ledge will lower once you approach the blue door, and a second soldier will appear there along with a handy radiation suit.

Key on the Ledge



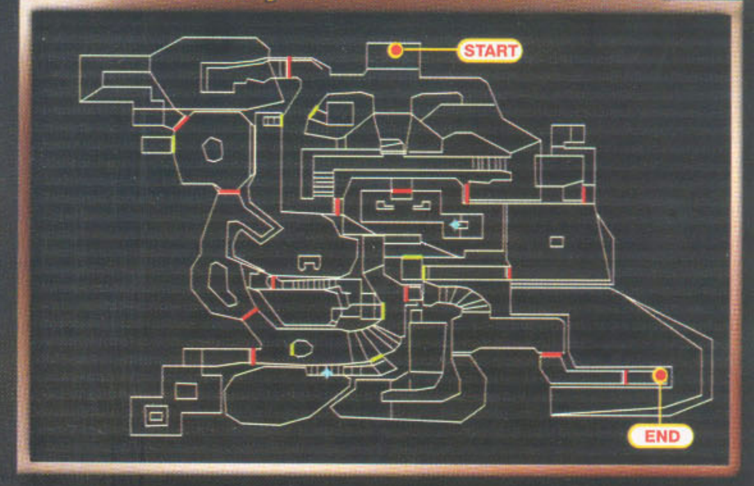
From the start, work your way left until you reach the northeast section of the map. Ride the hidden elevator platform to the ledge and follow the path to find the elusive yellow key.

Leap of Faith



As you explore the area beyond the yellow door, you'll pass by the blue door at the foot of a staircase. The pillar atop the stairs will lower as you climb the steps. Hop onto it then leap into the toxic pool as the pillar lifts you up. In the pool, you'll find a Super Sphere.

Computer Station



MULTIPLAYER

Doom for GBA shoots for all the thrills that fans of first-person shooters want. Trigger-happy gamers love multiplayer showdowns, and Doom offers competitive action for up to four players (multiple Game Paks are required).

Getting Connected



Multiplayer gaming is available in Doom only via Multi-Pak play. To link up with other players, make sure that each participant has a Doom Game Pak plugged into his or her GBA, then connect your Game Link Cables and select Multiplayer from the game's main menu.

Competitive or Cooperative Play

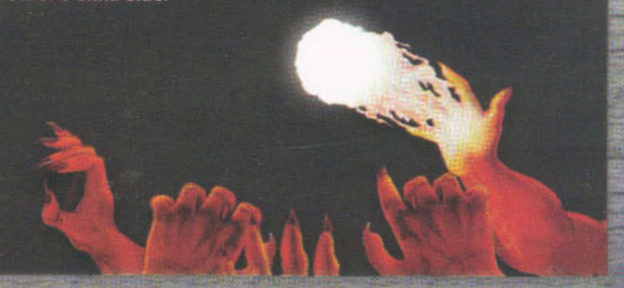




Doom features Competitive and Cooperative Modes for multiple players. The competitive scenario is the standard battle royal that pits each player against the others in an all-out firefight. In the very cool Cooperative Mode, linked players journey through the episodes in tandem so they can cover each other's blind side.

THE PARTING SHOT

Doom is one of the original first-person shooting games, and the GBA version from Activision is old-school gaming at its most classic. While the 3-D shoot-out may not have the depth of its descendants, such as GoldenEye 007, Doom packs plenty of crafty secrets and hidden areas. Moreover, the solo and multiplayer action is red-hot, and that's enough to get shooter fans fired up.



How do you describe an RPG with a gripping story line, memorable characters and the most elegant combat system in recent memory? In a word—Golden.



THE GOLD STANDARD

The NP pros have been playing Golden Sun nonstop since it arrived on our desks last month, and we still can't put it down. It pulls off the impossible—it combines the best aspects of classic RPGs such as Chrono Trigger and Dragon Warrior, but with enough originality to eclipse its precursors in many respects. Read on for battle strategy and a walk-though of the beginning stages.







OPTIONS

The main screen lets you jump into Story Mode, edit files and battle in the Arena. The Arena allows you to fight monsters solo or battle a friend's party of adventurers—but you'll need a pair of Game Boy Advances and a single Game Link Cable. If you fight solo, you'll brawl only with monsters you've already encountered in the main story.

Menu Mayhem



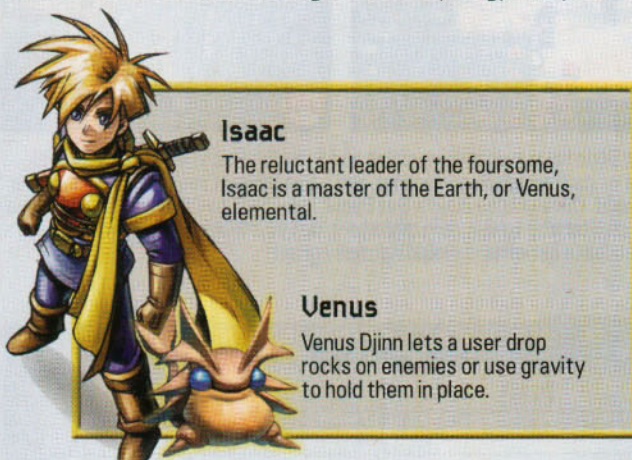
The Arena is shown to the right. You won't gain experience or coins from your Arena battles, but they're a good way to gauge the strength of your party. Helpful merchants will track both the number of battles you've won and the most battles you've won consecutively.

1. Vs/Single Battles
2. Battle Continue
3. Healer
4. Linked Score(s)
5. Solo Score(s)
6. Entrance/Exit



CHARACTERS

Your party consists of four young heroes from the town of Vale. Don't be fooled by their youth—like all residents of Vale, the four can use a form of magic called Psynergy. They can also link with creatures called Djinn, which grant their owners new and powerful types of Psynergy. Djinn are used to summon monsters in battle.



Isaac
The reluctant leader of the foursome, Isaac is a master of the Earth, or Venus, elemental.

Venus
Venus Djinn lets a user drop rocks on enemies or use gravity to hold them in place.



Garet
Brash Garet is Isaac's childhood friend and companion. Though he sometimes speaks without thinking, his skills in combat are second to none.

Mars
Mars, or Fire, Djinn can burn enemies and summon huge meteors from outer space.



Ivan
Ivan calls upon the power of wind to destroy his enemies. He can also use a number of unique Psynergy powers, like Mind Read and Reveal. He has a low Defensive rating.

Jupiter
Jupiter Djinn are not to be trifled with, especially when they summon the thunder god, Thor.

Mia
A latecomer to the party, Mia is skilled with healing and defensive spells—and she can still pack an offensive punch when needed.

Mercury
Water Djinn specialize in healing others and lowering an enemy's Attack and Defense ratings.

DJINN

Djinn (Djinn is plural, Djinni is singular) are scattered throughout the game. While many Djinni are in plain sight, you must collect others by solving puzzles or locating hidden areas—and you'll find still more simply by being in the right place at the right time. There are a total of 28 Djinn in the game, seven of each elemental type.

Win the Djinn



When you find a Djinni, approach it and press the A Button. If the Djinni likes you, it will join your party right away. If it has doubts, you'll have to prove your worth by defeating it in battle.

Upgrade with a Trade





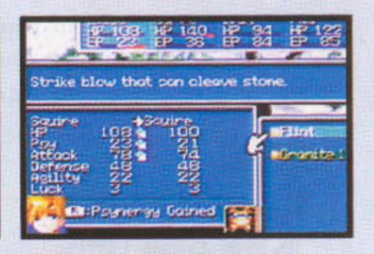
Djinn give their users new Psynergy and also modify attributes such as Attack, Defense, Agility and Luck. By swapping Djinn, you can grant your heroes new powers. Though most Djinn work best with characters of their own elemental persuasion, tinkering is required to find the best match.

A Class Act

A character's class will change as he or she links Djinn. For example, Isaac's initial class is Squire. If he links with a Jupiter Djinni, it changes to Apprentice. Class affects stats and Psynergy.

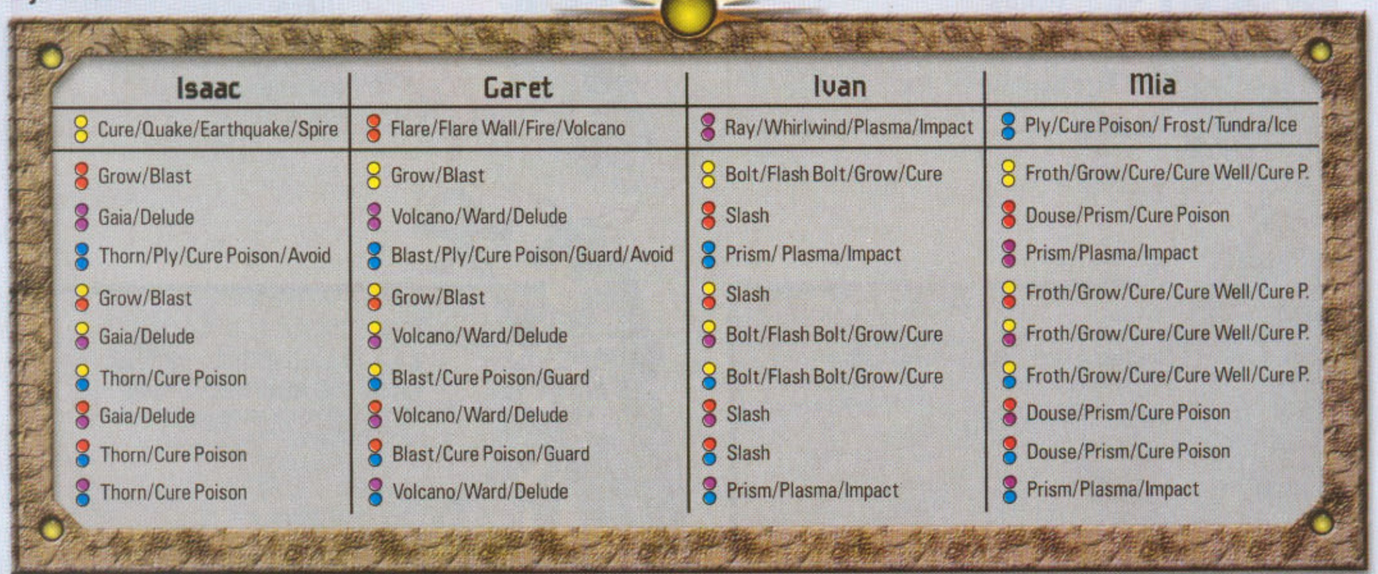
Set and Standby





Linked Djinn have two settings: Set and Standby. Each Djinni has a special power of its own (such as healing), and a Set Djinni is ready to use its power in combat. Once you've used a Set Djinni, it reverts to Standby. You can use a Djinni on Standby to summon monsters, but you'll lose any Psynergy, class and attribute benefits it would normally grant.

Djinn Chart



Isaac	Garet	Ivan	Mia
Cure/Quake/Earthquake/Spire	Flare/Flare Wall/Fire/Volcano	Ray/Whirlwind/Plasma/Impact	Ply/Cure Poison/ Frost/Tundra/Ice
Grow/Blast	Grow/Blast	Bolt/Flash Bolt/Grow/Cure	Froth/Grow/Cure/Cure Well/Cure P.
Gaia/Delude	Volcano/Ward/Delude	Slash	Douse/Prism/Cure Poison
Thorn/Ply/Cure Poison/Avoid	Blast/Ply/Cure Poison/Guard/Avoid	Prism/ Plasma/Impact	Prism/Plasma/Impact
Grow/Blast	Grow/Blast	Slash	Froth/Grow/Cure/Cure Well/Cure P.
Gaia/Delude	Volcano/Ward/Delude	Bolt/Flash Bolt/Grow/Cure	Froth/Grow/Cure/Cure Well/Cure P.
Thorn/Cure Poison	Blast/Cure Poison/Guard	Bolt/Flash Bolt/Grow/Cure	Froth/Grow/Cure/Cure Well/Cure P.
Gaia/Delude	Volcano/Ward/Delude	Slash	Douse/Prism/Cure Poison
Thorn/Cure Poison	Blast/Cure Poison/Guard	Slash	Douse/Prism/Cure Poison
Thorn/Cure Poison	Volcano/Ward/Delude	Prism/Plasma/Impact	Prism/Plasma/Impact

Mixing and matching Djinn will produce a wide range of Psynergy. The chart above shows every possible Psynergy combination that you can create using the first two Djinn of each elemental type. Yellow is Venus, red is Mars, purple is Jupiter and blue is Mercury.

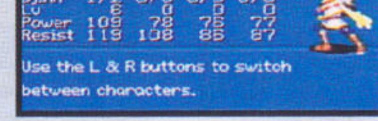
BATTLES

You'll spend a lot of time fighting, so get comfortable with the combat system. Note that you can place Djinn in either Set or Standby mode outside of battle. Once you summon with a Djinni, it must regain energy before you can use it again.

The Battle Screen



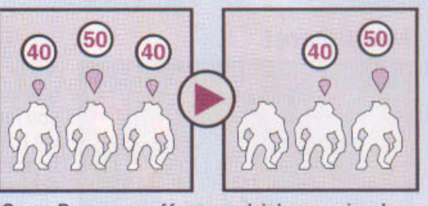
Flee doesn't work every time, and you can't run from some battles.



Choose the far-right option to check a character's stats while in battle.

Brawl!





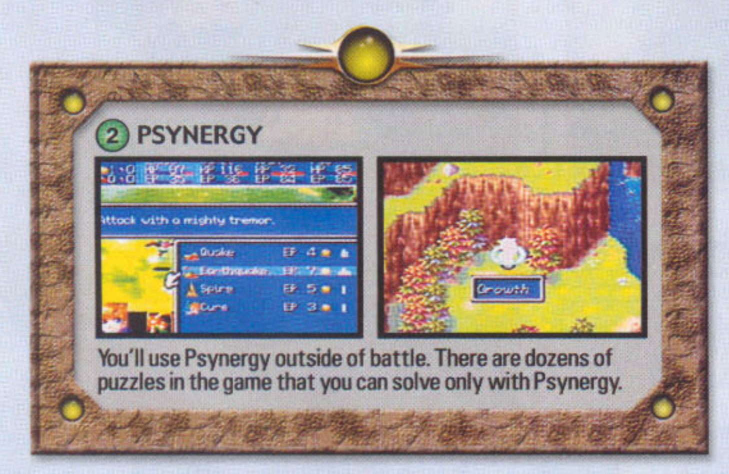
Some Psynergy affects multiple enemies. In the example above, a Psynergy attack strikes three enemies at once. The middle character receives more damage than those on either side, but you can adjust placement so an outside character receives more damage.

1 ATTACK

Use a sword, mace or other weapon to pound an enemy. Many weapons have magical properties, such as drowning a hapless monster or summoning the Grim Reaper himself.

2 PSYNERGY

Psynergy is limited by Psynergy Points (labeled EP on screen). Once they're gone, you can't use Psynergy. To restore your Psynergy Points, look for Healers, Inns and Psynergy Crystals. EP will slowly restore itself as you walk around.



2 PSYNERGY

You'll use Psynergy outside of battle. There are dozens of puzzles in the game that you can solve only with Psynergy.

3 DJINN

If a Djinni is Set, you can use its special power in battle. If a Djinni is on Standby, you can use it to summon a monster. As you use Set Djinn, your class, attributes and available Psynergy will change.

4 SUMMON

You can combine up to four Djinn in the summoning process. Summoned creatures are more powerful if you use multiple Djinn.

5 ITEM

You can use many items in combat. Some have healing properties, some attack an enemy and some change attributes. Items can either be purchased or found.

6 DEFEND

If you're weak, try defending. A defending character will take less damage when hit, but the benefits aren't overwhelming. Defend only as a last resort.





The epic saga of Golden Sun begins with a bang in the town of Vale. A pair of evil schemers with malice in their hearts have attempted to open the sacred Sol Sanctum temple, located high on Mount Aleph. Their ham-handed maneuverings have activated the temple's defensive systems, sending huge boulders crashing straight for the center of Vale.

Father Figure



Isaac's mother wakes him with the terrible news. As you run outside, you'll have a brief conversation with your father, Kyle. Say your good-byes, because he's about to leave your side forever.

Meet Garet



After the southern path is blocked, head northwest until you find Garet. Your friend is trying to lug a heavy chest around. If you convince him to leave it behind, he'll join your party.

A Friend in Need



Continue running west until you encounter a wounded man near a fence. He'll ask you what his chances of survival are. To save his life, tell him that he'll make it, then continue running south. Watch out for monsters along the way.

South to Safety



Villagers are gathering in the town plaza in hopes of holding back the rock slide. Walk south to join them, but don't be surprised if the way is blocked by falling boulders. To run, hold the B Button as you move.

Over the Bridge



Run to the west until you see a small footbridge. Right after you cross it, you'll see a cinema scene of the falling boulder. It's being held back by the town elders' Psynergy, but they can't last for long. Run, Isaac, run!





Much later in the game, you'll gain the Psynergy Lift. Use it to remove the heavy boulder where the wounded man was.

Use the Catch Psynergy to grab items, such as Nuts, that are out of reach.

Save Felix





To the south, you'll find the family of your friend, Jenna. Her brother, Felix, is trapped in the middle of the raging river and losing strength fast. Agree to assist him, then run like the wind to the town plaza and get help. The plaza is southeast of poor Felix.

Too Late!



Despite the townsfolk's best efforts and your brave flight, the boulder comes crashing down and sweeps poor Felix to his doom. Jenna's family and your father are also carried away.

Evil Awakens





As you trudge back home with a heavy heart, you'll encounter the evil pair who started all the trouble. Their names are Saturos and Menardi, and they've decided that you've seen too much and attempt to finish you off. Fight bravely, but it's a battle that you cannot win.

TO NORTH VALE

SOUTH VALE

SHOPS

INN

WORLD MAP

The Psynergy Whirlwind will clear away vines and leaves.

Use the stone in the lake to replenish Psynergy.

Three Years Later . . .



Three years have passed since the terrible day, and Isaac, Garet and Jenna have grown strong. They have the ability to use Psynergy, which is essential for the long journey yet to come.

Kraden's Request





Head for the house of a scholar named Kraden. Along the way, you'll encounter the two baddies from before, but they'll let you pass. Speak with Kraden to begin your new quest.

VILLAGES

There are a number of towns and villages in the world of Golden Sun. Though each one is different, most share common features, such as weapon shops and inns. Be sure to search boxes and barrels for hidden items.

Be Healed



All villages have a town elder who can heal your wounds, resurrect fallen party members, cure poisons and remove curses. The elder will charge many coins for his services.

Items for Sale



Item shops are identified by a vial on their door. In them, you can purchase healing herbs, potions and vials, as well as items that you can use in combat.

Swordplay



Weapon shops are the stop for all things bladed and heavy. Be sure to choose the Artifact icon while speaking with shopkeepers. Sometimes they will have secret and powerful items for sale.

Armor



Weapons and items are important, but armor is essential. Shields, tunics, helmets, boots and gauntlets are just some of the items available. Bulk up on armor before purchasing pricey weapons and items.

QUICK TIPS

Some strategies are so useful, you'll use them over and over. Below, we've covered three things that all Golden Sun players must know before venturing out into the big, scary world.

Search Everything



Items are hidden everywhere, so look carefully. Once you have Reveal, hidden items will appear as a shimmer of light.

De-fense! De-fense!



Defensive spells are vital in the later areas. Choose one party member to act as healer, and have him or her cast healing spells often.

Set and Standby





Summoned Djinn are your most potent weapons, but you'll sacrifice attribute points and Psynergy by using them in such a manner. Place Djinn on Set or Standby before entering combat whenever possible, and save your game often.

ONLY THE BEGINNING

Golden Sun is a vast game—easily the biggest RPG we've ever seen on a handheld system—and our walk-through is but a taste of things to come. Check out next month's Nintendo Power and the next issue of NP Advance for even more information on the epic title.





Game Boy a-Go-Go

Gear up with our grab bag of groovy Game Boy games!

This Month

- Prehistorik Man
- Dexter's Laboratory
- Gradius Galaxies
- Scooby-Doo and the Cyber Chase
- KAO the Kangaroo
- Sports Illustrated for Kids Baseball
- Sports Illustrated for Kids Football
- Frogger's Adventures: Temple of the Frog
- The World Is Not Enough



Blast from the Past

This edition of Game Boy a-Go-Go kicks off with a pleasantly surprising title from Titus. At first glance, Prehistorik Man appears to be a typical platform escapade, with the obligatory running, jumping, swinging and climbing. But within minutes, the routine game play takes a sudden leap and offers a variety of thrills, such as hang gliding, rafting and dragon jousting. A collection of quirky characters, including a grumpy village leader and his blonde bombshell of a daughter, adds an amusing touch of absurdity.



The Sky's The Limit

Evidently, human flight isn't such a recent invention. Sam the caveman seems to have figured it out long ago. Grab the glider, get a running start and leap into the air. The breeze will carry you across gaping gorges. Dive often to remain afloat.



Great Balls of Fire

The first boss is an enormous dragon with a contemptuous demeanor. Study the serpent's mechanical movements and time your attacks carefully. Climb up the vine and plant yourself on the dragon's head while avoiding deadly fireballs and spikes.

Sibling Rivalry

He's gained so much popularity on the Cartoon Network, it's no wonder Dexter has made the jump to video games. But the boy genius is in a heap of trouble in his first GBA adventure for BAM!. Anyone who grew up with a hyperactive sibling can understand the horror Dexter experiences when his flighty older sister clones herself hundreds of times. Your job is to help Dexter track down all the Dee Dees before his mother calls for dinner. The simple graphics and slow-paced nature of the game make it perfect for younger kids.





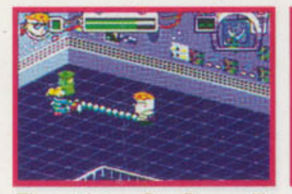
Now, That's a Big Bedroom





Explore every corner of Dexter's enormous bedroom laboratory to find colored passcards and helpful tools, which will allow you to unlock doors and fix various machines.

Dee Dee Roundup



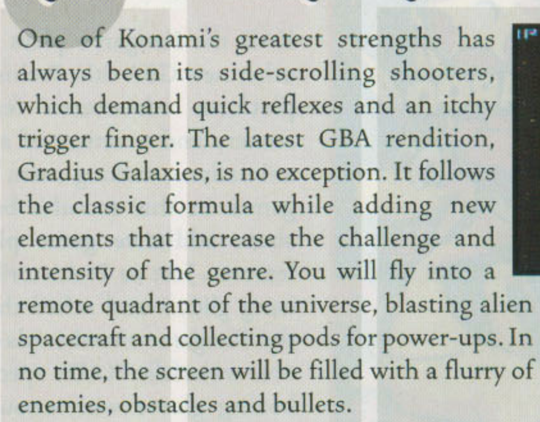
The miniature Dee Dees will scamper across the lab like frightened mice, making them very difficult to catch. After roping each one, carry her to the vacuum tube.

Easy Access



When lost in the labyrinth, press Select to see a detailed map of the area.

Rapid-Fire Ruckus



One of Konami's greatest strengths has always been its side-scrolling shooters, which demand quick reflexes and an itchy trigger finger. The latest GBA rendition, Gradius Galaxies, is no exception. It follows the classic formula while adding new elements that increase the challenge and intensity of the genre. You will fly into a remote quadrant of the universe, blasting alien spacecraft and collecting pods for power-ups. In no time, the screen will be filled with a flurry of enemies, obstacles and bullets.





Learn from the Best





Most levels are filled with loads of barriers and require a specific flight pattern to reach the end. Use the Hint Mode to watch experts fly through difficult areas.

Pregame Strategy





Before the battle begins, select the type of power-ups you want to receive. Wide-area weapons increase your range, but powerful missiles will knock enemies out faster.

Pod Pickup



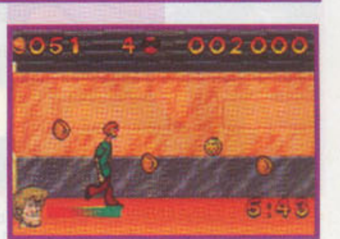
Pods will supply your ship with extra speed, artillery or force fields.



JINKIES, SCOOBY'S BACK!

As Hollywood prepares to launch a feature-length Scooby-Doo movie next summer, THQ is ready to release a new Scooby mystery on the GBA this fall. Following the familiar Scooby recipe, the gang is searching for an evildoer and several likely suspects are on hand. Who unleashed the evil virus into cyberspace? Part RPG, part side-scroller, Scooby-Doo and the Cyber Chase allows you to control all five characters while venturing into treacherous lands. Impressive backdrops display the GBA's strong graphical capabilities.





CD Collection



Find CDs and take them to the laser transporter to play different levels.

Platform Areas



There are two types of levels in the game. In the simplified platform adventure levels, the goal is to jump, duck and collect Scooby Snacks while dodging enemies.

Ready, Set, Go!





The auto-scrolling race scenes are more fun and challenging than the adventure levels. You'll zip across the water, attempting to grab snacks as you avoid obstacles.

PACKING A POWERFUL PUNCH

KAO the Kangaroo plays a lot like Titus's other new GBA title, Prehistorik Man. Both platform adventures feature stunning scenery and a variety of smooth character animations, making them the best-looking games in this month's bunch. They also share addictive game play and unique features. Just as Prehistorik Man sailed on hang gliders and rafted through rapids, KAO the Kangaroo snowboards down hills and surfs over waterfalls. KAO's specialty is wielding his boxing gloves with enough force to knock out opponents.





Checkpoint



Don't forget to drop flags throughout each level or you'll be sent back to the start.

Lending a Hand



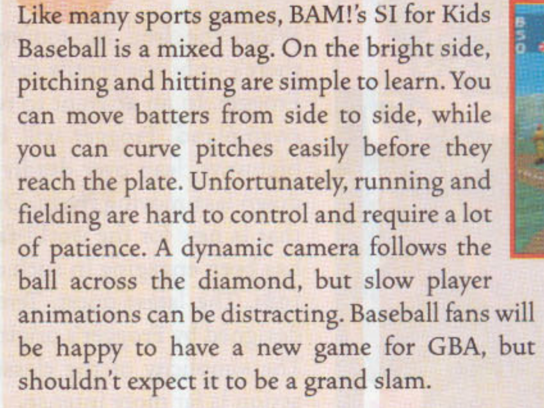
You can hurl special gloves to smack enemies from a distance, but they are rare so use them sparingly. Stock up and use the big gloves against bosses only.

Unlocking the Secret





Each level contains four keys and a secret box. If you manage to find all the keys and the box, you'll unlock the secret. There are four boxes throughout the game.



BATTER UP

Like many sports games, BAM!'s SI for Kids Baseball is a mixed bag. On the bright side, pitching and hitting are simple to learn. You can move batters from side to side, while you can curve pitches easily before they reach the plate. Unfortunately, running and fielding are hard to control and require a lot of patience. A dynamic camera follows the ball across the diamond, but slow player animations can be distracting. Baseball fans will be happy to have a new game for GBA, but shouldn't expect it to be a grand slam.





Human vs. Human



As an added bonus, link GBA's together and square off against a friend.

Your Very Own Club



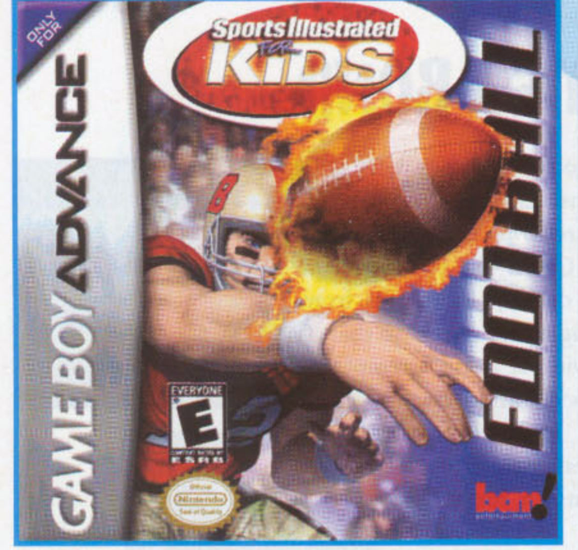


There are no MLB licenses, but you can build your own franchise—selecting the home state, team name, uniform colors and team strengths. Unfortunately, you'll have to live with the game's fictional players because there is no create-a-player feature.

Read All about It



Open the sports pages to see the league headlines as the season progresses.



BATTLING THE BIG BOYS

With NFL Blitz and Madden about to premiere on GBA, SI for Kids Football will be lining up against some heavy-hitting competition. But the scrappy underdog should be up for the fight. The game play and features include everything you'd expect from a top-notch gridiron game, including extensive playbooks, a variety of juke moves and intuitive passing and running controls. All in all, SI's pigskin title is significantly more polished than its baseball counterpart and will certainly satisfy young football fans' craving—as long as they don't expect NFL teams or players.





Juke and Jive



Stiff arms, spin moves and hurdles are all in the ball carrier's arsenal.

Simplified Game Plan



You won't have to worry about being overwhelmed by a mammoth playbook, as in many football games, but there's enough variety to keep armchair quarterbacks happy.

Drop Back or Bring the House?





The defensive playbook is extensive and includes most popular formations, such as nickel and dime packages. Choose from a collection of cover zones or mad dog blitz attacks.



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GIANT LEAP FOR FROGKIND

When the frog community needs saving, there's only one reptile for the job: Indiana Frogger. In an attempt to restore his raided swampland, Frogger will hop across busy highways, leap over deadly sharks and raft down fast-moving rivers. Of course, none of that is new for the world-famous frog, who has been engaging in such adventures since 1981. The latest quest, Temple of the Frog, is designed by Frogger's original creator, Konami. The simplicity of the classic remains, but the action is far more intense.





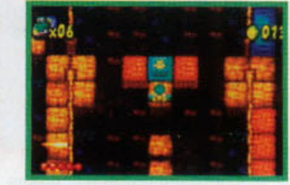
Extra Life



A frog's greatest weapon is its tongue. Snatch flies to earn an extra life.

Open Sesame



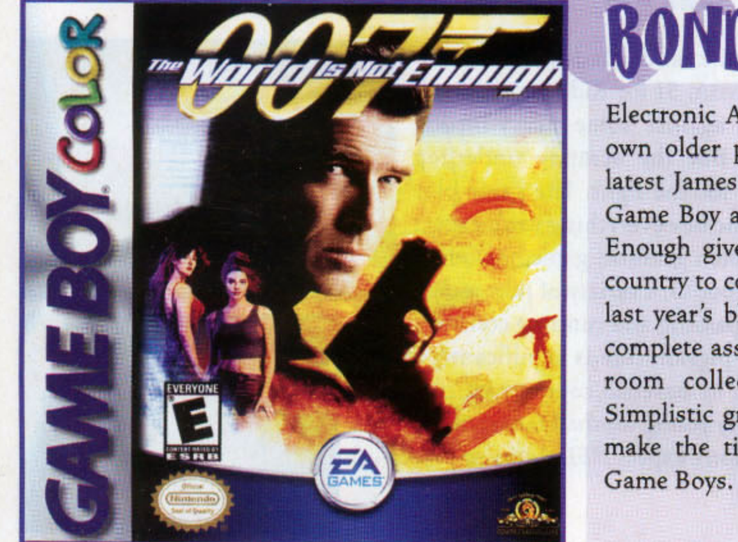


You must open various paths and walkways by collecting 3-D balls throughout each level. Some entries are difficult to see. Look for tunnel cavities and elevated ramps.

Look before You Leap



A wise toad once said, "Don't jump unless you know where you're gonna land." Watch for gaping holes and pounce on buttons to extend bridges and other helpful walkways.



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BOND, JAMES BOND

Electronic Arts hasn't forgotten about gamers who own older portable systems. EA has designed the latest James Bond adventure to be compatible with Game Boy and Game Boy Color. The World Is Not Enough gives you control of 007 as he zips from country to country, following a plot similar to that of last year's blockbuster movie. As Bond attempts to complete assignments, he will wander from room to room collecting gadgets and weapons. Simplistic graphics and strategic game play make the title a perfect match for classic Game Boys.





Mission Critical





Each level presents 007 with a new set of objectives. Press Select at any time to check your status. You must complete all tasks while sustaining a minimal amount of harm.

The Right to Bear Arms





Bond begins the game with a stun gun but won't get very far unless he acquires weapons and ammunition. A horde of green guards lurk on every level, equipped with plenty of firepower.



150 ISSUES 150 WINNERS

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Everyone's favorite bad guy is back and starring in his latest adventure, Wario Land 4, published by Nintendo. In his first appearance on the GBA, Wario is off to a Golden Pyramid in search of the one thing he loves more than one-upping Mario-treasure!

A DAY IN THE LIFE OF WARIO

While leisurely reading the morning paper, Wario notices an article about a newly discovered pyramid holding a mysterious legendary treasure. Who could resist the opportunity for a challenging adventure and treasure? Racing off in his souped-up, purple Wariomobile, Mario's evil twin sets out on a vast new adventure. At the site of the Golden Pyramid, Wario will explore four huge areas, each with its own treasures and final boss. Embark upon a quest to search every corner of the Golden Pyramid. Solve the puzzles within its ancient walls in Normal, Hard or Super Hard Mode to unlock the final secret.

EMERALD PASSAGE

Swaying palms and colorful blooms line the lush outside area of the Golden Pyramid known as Emerald Passage. Explore four areas, including Mystic Lake and Monsoon Jungle, for coins, jewels, keys and other hidden secrets. Solve the puzzles in each area to open the next passage, moving you closer to unveiling the mystery.

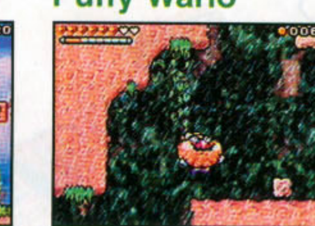
Level Moves

Fat Wario



A monkey will throw a berry at Wario. Eat it to become heavy and crash through large blocks.

Puffy Wario

A bee will sting Wario, puffing up his cheeks like balloons so he can float to lofty areas.

Bouncy Wario



Hammer-wielding enemies hit Wario over the head, allowing him to spring up through blocks.

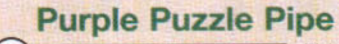
Bubble Wario




Swim into bubbles in the water and get caught so you can swim against strong currents easily.

Monsoon Jungle

An endless tropical storm pours down upon the fourth area of Emerald Passage, Monsoon Jungle. Swim through cool pools of water, scale tall vines and jump to swinging platforms as you search for each of the four scattered Jewel Pieces, Keyzer and the switch. Use all the skills Wario has learned along the way to brave the treacherous jungle.



Purple Puzzle Pipe



1 Either hit the green switch and dash to catch the rock before it falls, or pound the ground below the rock to make it bounce out from directly over the water, then hit the switch.

Hidden Grotto



2 Swim left, beneath the feisty little gator, to find a hidden area containing a replenishing heart. Fill Wario's energy for the challenging road ahead.

Fat Wario




3 Eat a berry that a monkey throws at you to become Fat Wario. Smash through the blocks below to enter a new area.

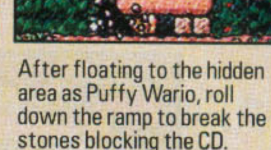


Jewel Piece

4 After dropping down, open the golden box to receive one of four Jewel Pieces that you must find in each area.

Stomp to the Top

5 Pound on the ground to make the enemy with the hammer bounce up the steps to the top. Run into the enemy's hammer to turn into Bouncy Wario, then spring up high to collect the formerly out-of-reach treasure.

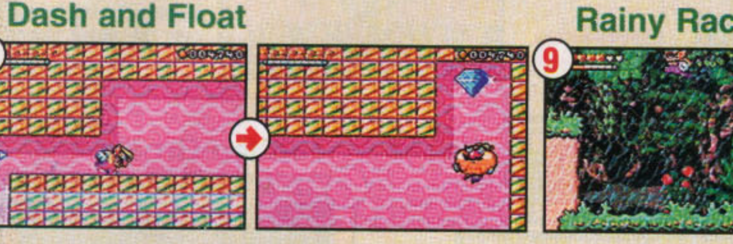


Monsoon Music

6 After floating to the hidden area as Puffy Wario, roll down the ramp to break the stones blocking the CD.

Rise to the Top

7 As Puffy Wario, float all the way up to the topmost platform and enter the purple puzzle pipe.



Dash and Float

8 Taunt the arrow-wielding enemy so he shoots at you, then run to the end of the tunnel with the arrow on your heels. Once you're below the diamond, let the arrow hit you and transform you into Puffy Wario then retrieve the treasure.

Rainy Race

9 Run and jump across the floating platforms to reach a diamond. Press L or R while running to do a long jump.



Secret Doorway

10 Enter a hidden door to collect a Jewel Piece, then break the small stone block and head back out the door.



Flying Leap

11 When the swinging platform sways toward the exit vortex, jump. Time your jumps correctly or take a splash.

RUBY PASSAGE

The massive areas of Ruby Passage will keep Wario on his toes with plenty of rolling, stomping, puzzle-solving fun. The level has even more treasure to find, baddies to defeat and mysteries to unveil, so let's hope Wario ate a good breakfast!

Level Moves

Flat Wario



Flatten Wario like a pancake—it won't hurt him and allows the beefy hero to enter tight spots.

Snowman Wario



When snow falls on Wario, he changes into Snowman Wario and rolls through Ice Blocks.

Frozen Wario



Enemies' icy breath turns Wario into a walking popsicle. Use his new form to slide quickly.

Flaming Wario



Walk into enemies' flames to become Flaming Wario and burn down the Fire Blocks.

The Toxic Landfill

Boxes, crates and old TVs block Wario's path to treasure. Wario will need to crash his way through the dump to locate the four Jewel Pieces, keyzer and the CD. Follow the yellow-dotted paths on the map to make it through the maze of junk.

Break Stuff



1 Drop down and smash your way through the boxes on the right to make your way to the next area.



Berry Good

2 Eat a berry to become Fat Wario and smash all the way down through the boxes blocking the ladder.

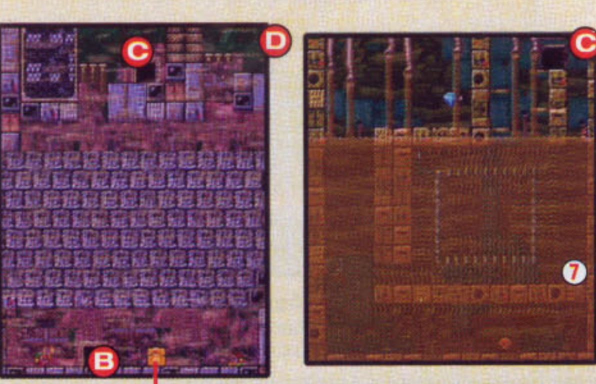
Spiky Situation

3 As Puffy Wario, float through the spiky obstacle course to collect gems. Watch out—those spikes are sharp!

Tossing Rocks



4 Pick up the stones and throw them at the green switches on the walls to make blocks appear. Grab a few as you climb up. Each time a row of blocks appears, stand on the blocks to reach the next switch and, eventually, the diamond at the top.

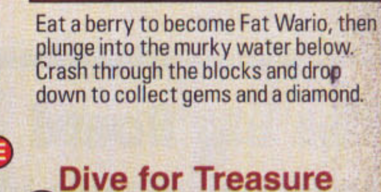


Middle Ladder

5 As Fat Wario, smash straight down through the boxes blocking the left ladder, then the middle ladder. Move quickly to get the diamond.

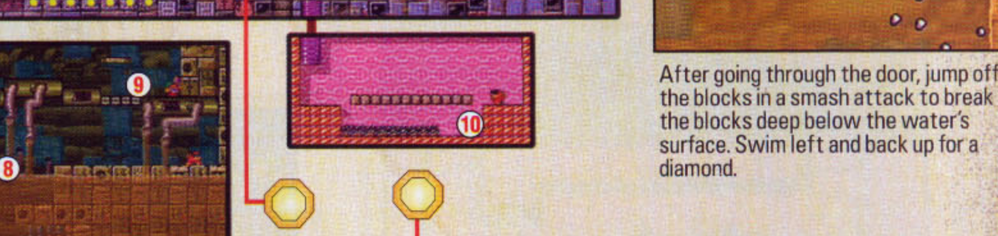
Make a Splash

6 Eat a berry to become Fat Wario, then plunge into the murky water below. Crash through the blocks and drop down to collect gems and a diamond.





Dive for Treasure



7 After going through the door, jump off the blocks in a smash attack to break the blocks deep below the water's surface. Swim left and back up for a diamond.

Mid-Air Snack



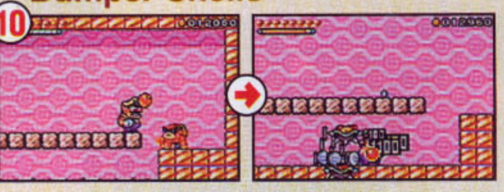
8 Catch the berry mid-air to become Fat Wario and crash through the blocks in the toxic water below for gems and a diamond.

Hop for Treasure NP



9 Pick up the monkey enemy and toss it at the blocks overhead to break them. When the hammer-carrying enemy falls, become Bouncy Wario, then spring up to the next area for a diamond.

Bumper Shells



10 Eat a berry to turn into Fat Wario, then drop down and ram quickly into all the spiked enemies for coin heaven.

Up and Away

11 Puff up those cheeks and float to the exit vortex before time runs out.

TOPAZ PASSAGE

A toy box world awaits Wario in Topaz Passage. Run through a world of toy blocks, dominos and even a flying pig that doodles monsters for Wario to play with. Don't let the scenery fool you—there's still plenty of treasure to find.

Level Moves

Flaming Wario



Get toasty by walking into the flame of a candle enemy, then break Fire Block.

Flat Wario



Get flattened by a piston so Wario can access tight spots.

Fat Wario



Access hidden treasure by becoming Fat Wario and smashing through tough blocks.

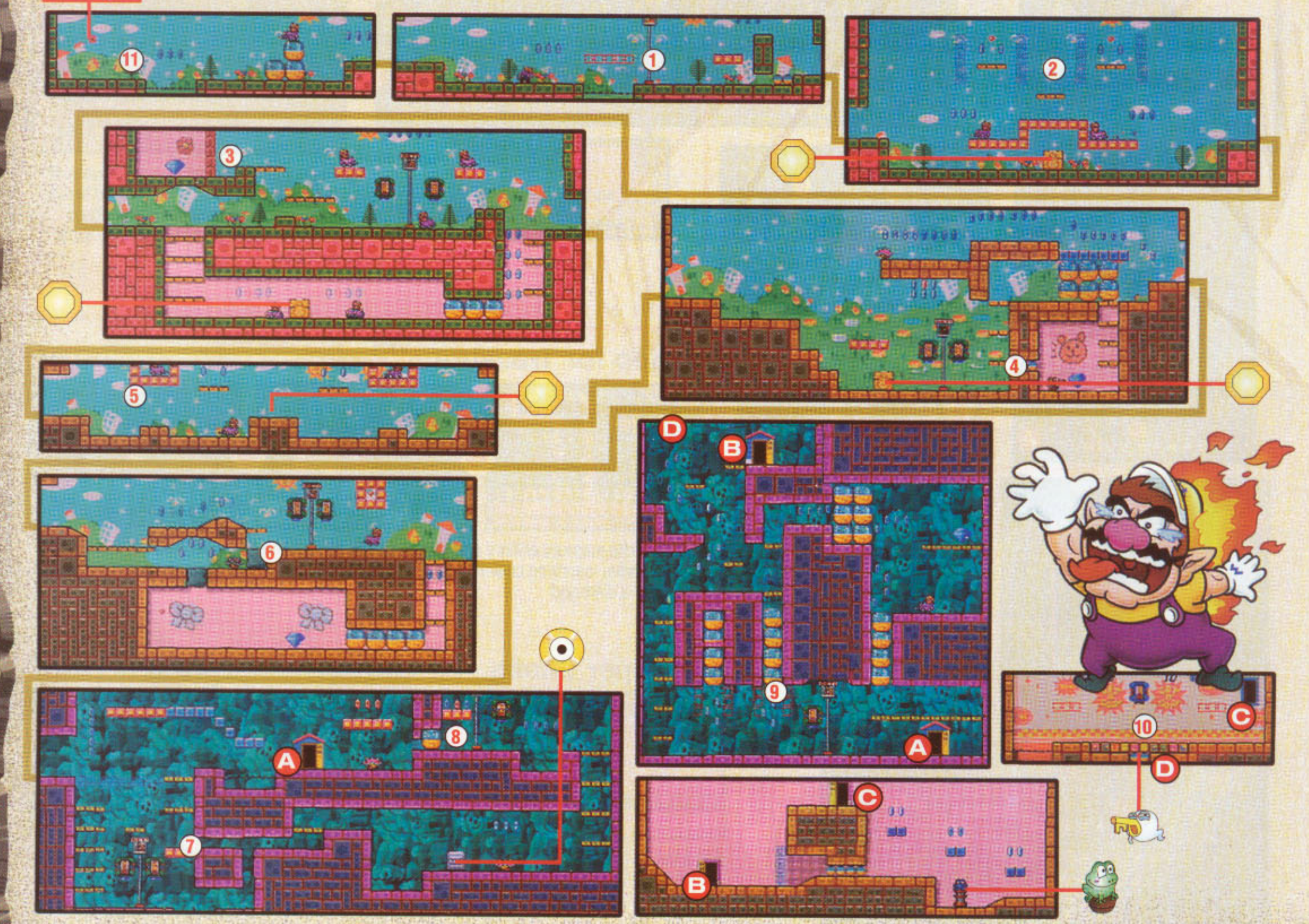
Bouncy Wario



Become Bouncy Wario and spring through lines of blocks to find hidden areas.

The Big Board

Wario becomes a part of a huge, living board game in the second area of Topaz Passage, The Big Board. In a land of toy blocks, plastic trees and tiny Warios in toy cars, Wario will need to be quick on his feet to reach the goal.



1 Spinning for Luck



Hit the button below the spinning dice throughout The Big Board to get a certain number. If you land on the space that matches the sign by each die, something helpful happens.

2 Lofty Treasures

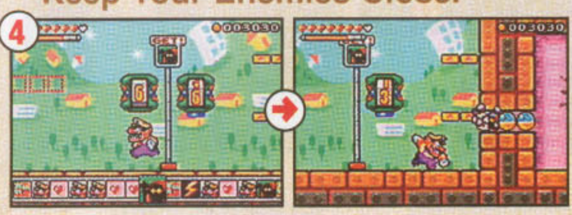
Always recheck areas overhead. Chances are, you'll find unseen hidden treasure.

3 Red Alarm Wario



Hit the button below the spinning wheel to land on a picture of Wario. When Wario is set aflame, run up the platforms to the left to burn the fire blocks and get the jewel.

4 Keep Your Enemies Closer



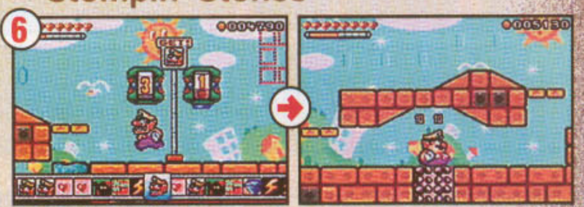
Hit the button below the spinning wheel to land on a picture of a dark enemy. Jump on one of the enemies and throw it at the blue and yellow blocks to open a way to a jewel.

5 Heads Up



When blocks become transparent, enemies that were locked inside them will fall.

6 Stompin' Stones



Hit the button below the spinning wheel to land on a picture of Wario. Walk left as Fat Wario and stomp down through the stone blocks to fall to a new area below.

7 Flatten and Float



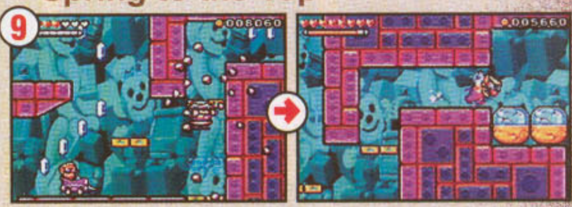
Hit the button below the spinning wheel to land on a picture of Wario. As Flat Wario, jump up the right platforms and float right through the narrow space to get the CD.

8 Solid Foundation



Turn the transparent blocks into solid blocks by hitting the right number on the spinning die.

9 Spring to the Top



Hit the spinning wheel and land on a picture of Wario. As Bouncy Wario, spring through the blue and yellow blocks above and break the blue block. Repeat the procedure to find a diamond.

10 Roll for the Goal

Keep hitting the spinning wheel until you reach the word "Goal" at the end of the game board. When you reach "Goal," pound through the rocks below to make your escape to the exit.

11 Mad Dash



The switch has been activated and Wario needs to run as fast as he can to the exit warp before the timer runs out. Run up and left from the "Goal" sign to reach the exit.

SAPPHIRE PASSAGE

The eerie darkness that surrounds Sapphire Passage awaits Wario next. Explore areas, such as the twilight Crescent Moon Village and haunted Hotel Horror, in search of more clues leading to the treasure of the Golden Pyramid.

Level Moves

Zombie Wario



Get hit by a ghost to turn into a zombie. Drop through floors and destroy enemies with a touch.

Bubble Wario



Swim into a bubble to float across fast currents. Watch for the surface and walls.

Vampire Bat Wario



If bitten by a bat, Wario turns into a vampire bat, which lets him fly anywhere in the dark.

Puffy Wario

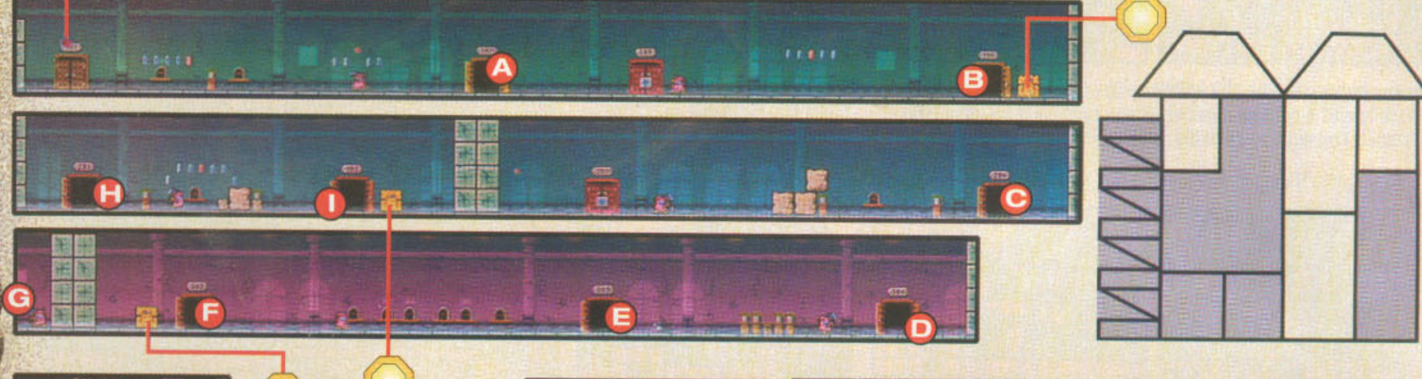


Get stung by a bee to make Wario's cheeks puff up, allowing him to float to high areas.

Hotel Horror

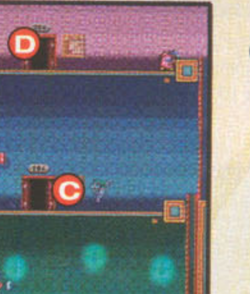
Things that go bump in the night all seem to be staying at the same hotel—and Wario is its next guest. Creep past ghouls, ghosts and fluttering bats to uncover the hidden treasures of Hotel Horror. The shaded areas on the map below are covered.









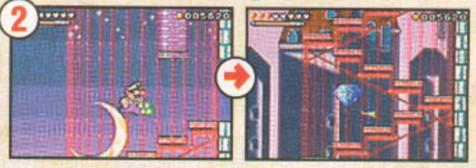




Create a Path

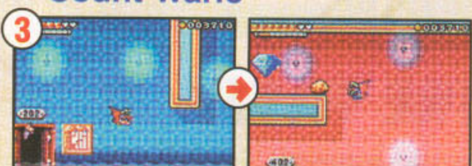
Jump up and hit green blocks to make various paths appear. Creating paths opens up new areas of the hotel for Wario to explore.

Falling through the Floor



After being slimed by a ghost, Zombie Wario can fall through the steps and float to a hidden diamond below.

Count Wario



Let a bat bite Wario to turn him into Vampire Bat Wario, then fly up and left to find a diamond. Avoid light, or poof!

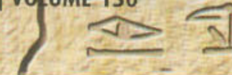
TONS MORE FUN FOR WARIO!

Exploring the four areas of the Golden Pyramid is just a portion of the crazy fun packed into Wario's newest adventure. Wario can take a break from his treasure-hunting escapades and play one of the three addictive minigames to win coins. Use the coins in the mysterious item shop that opens at the end of each path. The super items give Wario the upper hand when facing the game's bosses, which are puzzling challenges in themselves. Throw on your best set of overalls, munch down a dozen hot dogs and hop in your Wariomobile. You're off to go treasure hunting in the Golden Pyramid, and, who knows, maybe you'll even solve the ancient mystery of the ruins.















NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES NOVEMBER 2001

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

5

The Force is strong in this one.

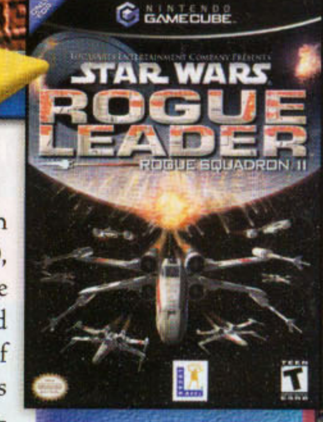
No matter how big of a *Star Wars* fan you are, you've got to admit that the land- and sea-based battles in last year's *Star Wars:* Episode I: Battle for Naboo on N64 were like Bantha poodoo compared to the game's thrill-a-minute aerial combat portions. In Naboo's predecessor, *Star Wars:* Rogue Squadron for N64, none of the vehicles were grounded, so the shoot-'em-up action was dizzyingly faster and more consistent. Smartly returning to that galaxy from long, long ago, LucasArts strikes back with *Star Wars* Rogue Squadron II: Rogue Leader, a 16-world game that spans Episodes IV, V and VI and features strategy-intensive aerial-based missions only.

You'll still engage with enemies on the ground, including AT-STs and stormtroopers, and fans of the original Rogue Squadron will love the relentless barrage of action (such as dogfighting with hundreds of TIEs and navigating through asteroids), crisp, photo-realistic graphics and movie clips. The outstanding symphonic score and surround sound effects put you in the action, while the AT-AT load of new features includes DVD-style behind-the-scenes extras, the ability to change ships mid-mission, wingmen you can command and a heads-up display that highlights enemies in cockpit view. Tight controls, warp-speed action, wily enemies and some of the best pyrotechnics in gaming make Rogue Leader the meaner, sleeker and better-looking cousin to Rogue Squadron. And if the new missions and ships—including the supercool B-wing—aren't enough to convince *Star Wars* fans, then maybe these four words will: no Jar Jar Binks.





COMMENTS: Scott—The visuals are astounding, the challenge is incredible and the action is nonstop. Chris—It's true to the *Star Wars* we know and love. It's a must-have. Alan—It controls like a dream.



- LucasArts/1.35 Gigabytes
- 1 player
- 16 missions

ALAN	★★★★★
CHRIS	★★★★★
DREW	★★★★★
JENNI	★★★★½
SCOTT	★★★★½

TEEN T CONTENT RATED BY ESRB



SUPER MONKEY BALL

5

See no evil, hear no evil, speak no evil—SMB is all good.

If you think Super Monkey Ball looks too adorable to be challenging or too "sissy" to be worth the time of hard-core gamers, then you're a monkey's uncle. Whether you like the cute graphics or not, Sega's roly-poly primate game is undeniably fun. It's a twitchy test of coordination and precision that'll make a monkey out of any pro, and it's a hard game to master and an even harder game to put down. Sort of like Kirby's Tilt 'n' Tumble with a monkey-filled ball as your character instead of a pink cream puff, SMB requires you to roll and bounce your monkey along narrow pathways, tilting ramps, floating platforms and rotating bridges. The tight controls and physics are excellent, but that doesn't make finding the secret shortcuts or beating the clock in the 100-plus courses an easy feat.

The main game is a barrel of fun, and Sega generously heaped on six additional ways to have a ball: Monkey Target, Monkey Race, Monkey Billiards, Monkey Bowling, Monkey Golf and Monkey Fight. Gamers will go ape over the extras because none of them plays like a halfhearted afterthought. Sega went bananas fleshing out the minigames so that each one is a fully realized activity that you could play for hours. Monkey Billiards is a full-blown pool game, Monkey Bowling is as good as tenpin gets and Monkey Race is a five-track, kart-style competition complete with power-ups and turbos. For sheer variety alone, SMB has secured its place as one of the ultimate party games. At the same time, SMB's finely crafted, tricky design makes it the best in serious gaming, too.



COMMENTS: Jenni—Don't let your foolish "tough, hard-core gamer" pride stop you from trying SMB because it looks cute. The game is fun. And you'll come back for more. Scott—Super Monkey Ball has great variety and almost infinite replay value.

- Sega/1.35 Gigabytes
- 1 to 4 players simultaneously
- 6 minigames

CHRIS	★★★★★
JASON	★★★★★
JENNI	★★★★★
JILL	★★★★★
SCOTT	★★★★★

EVERYONE E CONTENT RATED BY ESRB — Mild violence.

MADDEN NFL 2002

4½

Is it real or is it Madden? It's sim football at its finest.



Armchair quarterbacks who want to tackle realistic simulation play instead of arcade action will love Madden NFL 2002. Fans of the series dig the sim powerhouses' attention to detail, and the 2002 graphical wonder sports so much of it, that you'd swear you were watching a televised game. The sun moves across the field as the game progresses, scratches and blades of grass show up on players' helmets, no two players look alike and there's nothing robotic or awkward about any of their countless motion-captured maneuvers. Juking, blocking and every imaginable move have been deftly translated to the GCN Controller, so you can rip and swim using the C Stick and intuitively take charge of every player's action with the well-organized button configuration.

The game play offers the micromanagement that sim fans want, and the commentary is spot-on. For wannabe sports analysts, you can scan and rewind the game's replay frame by frame and control the camera to swoop in on the action and circle around the slow-mo scene for a *Matrix*-style effect. Madden NFL 2002 gives you control of every little aspect of the game, and every bit of it is painstakingly detailed. To a sim fan, it's the little things that count, and Madden NFL 2002 is big on making those tiny bits worthwhile.

COMMENTS: Scott—The tried-and-true game options are what you'd expect. The Go To button is a brilliant extra touch. Chris—The AI is as good as any game I've ever played (in any genre). Alan—What sets this apart from previous Madden Nintendo games (and, in fact, the exact same game on other systems) is the GCN Controller. It's so comfortable! When I fire up the PS2 version, I find myself wishing there was a way to connect the GCN Controller.

- THQ/1.35 Gigabytes
- 1 to 4 players simultaneously

ALAN	★★★★★
ANDY	★★★★
CHRIS	★★★★★
GEORGE	★★★★½
SCOTT	★★★★



LUIGI'S MANSION

4

Go bump in the night with Luigi's exorcise in fun.

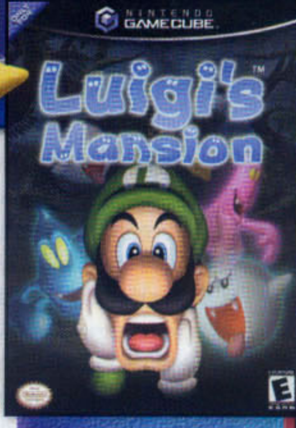
Mario has always been in the spotlight, leaving brother Luigi in the shadows. But maybe Luigi likes it there, because in his first starring role in a Nintendo adventure, the green-clad plumber is still lurking in the dark—only this time, it's within the ominous confines of a house haunted by more ghosts than any of Haley Joel Osment's six senses could ever handle.

Luigi's Mansion is destined to become a classic because it boasts everything that makes a video game great—irresistible game play, top-notch presentation and first-rate production. As Luigi, you mount a spirited ghost hunt through a manor that possesses drop-dead gorgeous graphics. All of the visuals work so well that it's eerie—Luigi's hilarious rubber-faced reactions of fright are an endearing treat, while the excellent mist effects and dynamic lighting make the house's shadows and spirits come alive. You get the sense that you're inhabiting a 3-D cartoon, but what really makes the ghost-grabbing a scream is the unique game play setup and control scheme. You can interact with everything around you, so you must search every closet, drawer, nook and cranny to scare up ghosts from their hiding spots. When one materializes, you use the Control Stick in conjunction with the C Stick to reel in your catch like a fish on a hook. The setup makes fishing for ghosts and sucking up items endlessly fun, so while some gamers may find the adventure to be a tad short, they'll also find it to be an original and thrilling experience that's worth playing over and over.





COMMENTS: Scott—Beautiful graphics and a truly new style of play make Luigi engaging. Jenni—The game is on the short side, but it's very enjoyable while it lasts, with its clever puzzles and innovative game play. Chris—The graphics and sound are stunning.



- Nintendo/1.35 Gigabytes
- 1 player
- 4 areas

CHRIS	★★★★½
GEORGE	★★★★
JASON	★★★★
JENNI	★★★★½
SCOTT	★★★★

EVERYONE E CONTENT RATED BY ESRB

WAVE RACE: BLUE STORM

3½

A perfect storm hits Nintendo GameCube.

One of the main reasons the N64 version of Wave Race made such a big splash with racing fans was that the ever-changing waves and water level switched how you had to navigate the courses on a lap-by-lap basis. In essence, your ride was different every time. In Nintendo's GCN sequel, the waves are bigger and your ride is definitely a lot wilder. No day at the beach, Blue Storm whips up monster walls of water that'll toss your tiny craft like a toy boat. The excellent steering controls make great use of the analog L and R Buttons, so the harder you press them, the more you'll lean into a turn. As turbulent as the tsunamic seafaring is, though, the big star of the show is the game's astounding water effects. Crashing waves splash water droplets onto the "camera lens" that follows the race, while light and reflections shimmer off the undulating seas with jaw-dropping realism.

Disappointingly, Blue Storm features only eight riders and eight unique courses. More waterways would've been welcome, but the various weather conditions can change each course considerably and most areas feature multiple shortcuts. If you're familiar with the N64 version, you'll know what to expect in the GCN version—only everything will look and sound astounding. And if you like racing games at all, you won't want to wait this storm out.

COMMENTS: Jenni—If you loved the N64 one, you'll love this one. Alan—It's a wasted opportunity. There are only eight riders and eight tracks. George—The water effects are not only stunning to watch, their effect on the game play is also really incredible. The changing waterline gives each race a dynamic, real-time feel that you don't get in a lot of racing games.





- Nintendo/1.35 Gigabytes
- 1 to 4 players simultaneously
- 8 courses

ALAN	★★★½
ANDY	★★★★
GEORGE	★★★★
JENNI	★★★½
SONJA	★★★

EVERYONE E CONTENT RATED BY ESRB

GOLDEN SUN

5

Camelot's magnificent RPG is as good as gold.

Golden Sun's developer, Camelot, was able to crank up the action quotient and add unexpected and immersive depth to the sports genre with its GBC versions of the RPG-tinged Mario Golf and Mario Tennis, so consider how involving and intense a full-fledged RPG from the company could be. Its triumphant epic, Golden Sun, harkens back to classic RPGs like Chrono Trigger, and the beautiful quest is probably the richest, most intricate RPG ever to have hit a handheld.

The stellar adventure boasts everything under the sun—elegant graphics, hours upon hours of game play, a captivating plot, amazing music (the bass, percussion and woodwinds sound authentic and not like synthesizer versions), outstanding party adventuring, head-scratching puzzles and a unique combat system. Used in conjunction with your party's psychic and telekinetic abilities, or Psynergy, 28 magical creatures known as Djinn can bolster your specialized powers, resulting in new monsters that you can summon into battle and tons of other mix-and-match assaults. Unlike many RPGs, the turn-based battle scenes are truly exciting to watch, and you can even link up and challenge a second player in a special Battle Mode. Everything in Golden Sun shines bright, especially its staggering depth and near-limitless possibilities. Bar none, it's the biggest and best RPG to come out in a long while.





COMMENTS: Chris—The length of play is unmatched. Scott—It's a sprawling epic with an intriguing magic system and fantastic graphics. Jenni—This is one of the best RPGs I have ever played. Alan—Golden Sun gives you control over the detail-oriented tinkering that RPG fans live for. The game is loaded with puzzles and they're fun and tricky! Go get it.



- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)
- 4 party members



ALAN ★★★★★
CHRIS ★★★★★
JASON ★★★★★
JENNI ★★★★★
SCOTT ★★★★★

EVERYONE E CONTENT RATED BY ESRB

WARIO LAND 4

4

The mustachioed meanie scores big on GBA.

Though it's against his nature, villainous Wario does good in Wario Land 4. *Real* good. In classic Wario game-style, Wario Land 4 bursts with clever and inspired level design that requires you to use Wario's arsenal of moves and transformations to pocket coins. This time around, Wario can bloat up like a balloon to float, flap around like a bat to fly and flatten himself like a pancake to squeeze into tight spaces. Thanks to a tight and natural-feeling control scheme, you'll have no trouble pulling off the oddball maneuvers.

The trouble comes, instead, in the fun form of Wario Land's trademark: tricky navigation. Working your way through the 20 side-scrolling levels is like a puzzle, and it's a blast to experiment with your special moves and transformations to make your way through the well-designed and attractive areas. The places you explore are inside a treasure-filled pyramid, and the coins you collect can buy chances to play Wario Land 4's fun minigames—The Wario Hop, Wario's Home Run Derby and Wario's Roulette. It's polished variety paired with a mishmash of moves, which makes Wario Land 4 fun through and through. It's even a hoot to watch the game's must-see opening sequence, in which big, bad Wario has got it goin' on, rollin' in his superfly low-rider to a funky song that has "C'mon work it, work it!" as a chorus. He's *that* cool, and Wario Land 4 is as cool as platformers get.





COMMENTS: Alan—The overall package feels kinda tired. Scott—It's filled with fun action, and that's what makes it so appealing. Jenni—It's a shining example of what a platform game can be. Wario has lots of cool moves to use in the inventive levels. The minigames are icing on the already supersweet cake.



- Nintendo/64 Megabits
- 1 player
- 20 levels
- 3 minigames

ALAN ★★★½
ANDY ★★★★★
JASON ★★★★
JENNI ★★★★
SCOTT ★★★★½

EVERYONE E CONTENT RATED BY ESRB

RAZOR FREESTYLE SCOOTER



Crave scoots on by with a junior version of Pro Skater.

Sure, Razor Freestyle Scooter plays suspiciously like Tony Hawk's Pro Skater with handlebars, but why mess with a successful formula? Pro Skater's objective-based stunt sessions worked as well as newly oiled wheels, and the proven game play setup translates well to two-wheeled scooters. Shooting for a target score, collecting items and performing a laundry list of key stunts was fun in Pro Skater, and it's just as fun in a blatant clone like Razor Freestyle Scooter.

As in THPS, RFS pumps out thumpin' music to keep you thrashin' through the timed sessions. Over 20 cool stunts, including tail whips, barhops, grinds and manuals, are at your disposal, and the tight controls make busting out a rapid succession of tricks and planting perfect landings feel like second nature.

While RFS won't score any points for originality, the likable stunt run will at least bag some style points. The hip-hop-flavored anime look of the characters is very appealing, and the unique settings help give the game an identity of its own. Unlike THPS, RFS features bottomless voids that you can actually plunge into if you're clumsy. Outrageous levels—such as floating skate parks and rooftops bridged by narrow paths that you must grind—up the "extreme" level of the sport. It's a fun ride, but as far as original, innovative games go, RFS doesn't offer anything new. As far as Pro Skater knockoffs go, on the other hand, Razor Freestyle Scooter does a bang-up job that's sure to please gamers in search of high-flying halfpipe action.





- Crave/64 Megabits
- 1 to 2 players alternating
- Controller Pak compatible
- Available exclusively at Blockbuster Video

Rating: 3

CHRIS	★★★
GEORGE	★★★
JASON	★★★
JILL	★★★
SCOTT	★★★



COMMENTS: Scott—Crave has created a reasonable scooter clone of Tony Hawk. A very limited number of stages is the game's biggest drawback. George—If you're going to borrow ideas, you might as well borrow from the best.

THE POWERPUFF GIRLS: CHEMICAL X-TRACTION



The Powerpuff Girls give fighting games a black eye.

The Powerpuff Girls spend most of their time whacking the stuffing out of Townsville's baddest, so a fighting game is the perfect way for Blossom, Bubbles and Buttercup to lay the smack down on Mojo Jojo, Fuzzy Lumpkins, Him, Princess, Sedusa and the Gangrene Gang's Ace and Big Billy. All 10 characters are playable fighters in The Powerpuff Girls: Chemical X-Traction, but saving the world before bedtime won't keep most gamers up very late since BAM!'s cartoony beat-'em-up is aimed at very young players or people with very low standards. Not a game for experts, Chemical X-Traction's 3-D slugfests take place in various settings from the supertots' TV show, including Pokey Oaks Kindergarten and Mojo's volcano-top observatory. The characters look decent, but the bold, cheery graphics are chunky and simplistic.

Players can throw and kick furniture and other props, and stocking up on three Chemical X potions will enable you to use a special attack, such as laser vision. The fighting concept is a great one, but it's nothing that NewKidCo's superb Tom and Jerry in Fists of Furry (hint: get this excellent game first) from last year pulled off with slicker success. Chemical X-Traction's combat is so clunky and chaotic that it's difficult to tell who's hitting whom. Moreover, most rivals won't be able to get an attack in edgewise if you rapidly jump then attack then repeat. It's nice to see the Powerpuff Girls in 3-D, but not like this.

- BAM!/64 Megabits
- 1 to 2 players simultaneously
- 10 characters

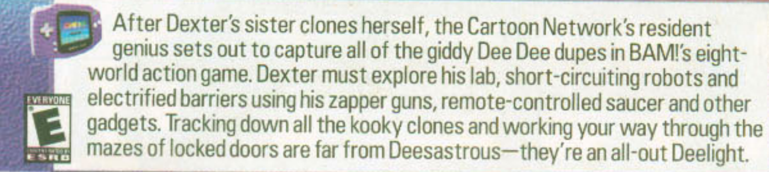
Rating: 1½

ALAN	★
ANDY	★½
JASON	★½
JENNI	★½
SCOTT	★★

EVERYONE E Violence. CONTENT RATED BY ESRB

COMMENTS: Scott—The execution falls flat. The moves are lame. Jason—Potentially good fighting elements are slapped together with sloppy, willy-nilly play control that makes the "action" a jumbled mess. Alan—Mojo Jojo couldn't come up with a more hideous game. Andy—You might be entertained. Briefly.

ALSO PLAYING THIS MONTH



DEXTER'S LABORATORY: DEESASTER STRIKES
- BAM!/32 Megabits
- 1 player
- 8 areas

After Dexter's sister clones herself, the Cartoon Network's resident genius sets out to capture all of the giddy Dee Dee dupes in BAM!'s eight-world action game. Dexter must explore his lab, short-circuiting robots and electrified barriers using his zapper guns, remote-controlled saucer and other gadgets. Tracking down all the kooky clones and working your way through the mazes of locked doors are far from Deesastrous—they're an all-out Deelight.



4

FROGGER'S ADVENTURES: TEMPLE OF THE FROG
- Konami/32 Megabits
- 1 player



The '80s arcade frog makes a successful leap into a top-view adventure that manages to retain the classic Frogger feel. As you jump from space to space, crossing log-jammed streams, crumbling bridges, floating platforms and other hazardous thoroughfares, you must collect coins and gems. Temple of the Frog expands the Frogger playing fields and there's tricky game play every hop of the way. It's not easy being green, but it sure is exciting.



4

KAO THE KANGAROO
- Titus/32 Megabits
- 1 player



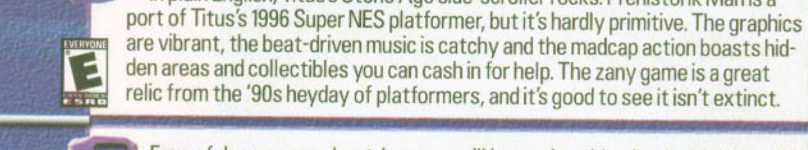
Reminiscent of Rayman's fast-paced fun, punchy action and excellent side-scrolling excitement, KAO the Kangaroo is a hopping-mad knockout of a game that's highly recommended for fans of platformers. Varied game play (including a slip-and-slidin' snowboard ride), cool attacks, eye-catching graphics, silly enemies and checkpoints that you can conveniently place wherever you please are among KAO's many pouchfuls of standout features. It's a great, bouncy ride.



4

PREHISTORIK MAN
- Titus/32 Megabits
- 1 player
- 23 levels
- 3 vehicles





Grunt . . . Caveman game good. You no want to miss Prehistorik Man. Grunt . . . In plain English, Titus's Stone Age side-scroller rocks. Prehistorik Man is a port of Titus's 1996 Super NES platformer, but it's hardly primitive. The graphics are vibrant, the beat-driven music is catchy and the madcap action boasts hidden areas and collectibles you can cash in for help. The zany game is a great relic from the '90s heyday of platformers, and it's good to see it isn't extinct.



4

GRADIUS: GALAXIES
- Konami/32 Megabits
- 1 player

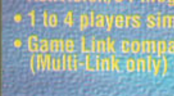


Fans of deep-space shoot-'em-ups will love going old-school with Konami's Gradius: Galaxies, an all-new flight fantastic for a sci-fi game series that dates back to the '80s. All the classic elements return in the forced-scrolling shoot-out, including narrow corridors to fly through and cool power-ups you earn by blasting enemies. You can pile on the upgrades to outfit your ship with fun extras such as splintering lasers and bombs. It's arcade-style excellence.



3½

POWER RANGERS: TIME FORCE
- THQ/32 Megabits
- 1 player

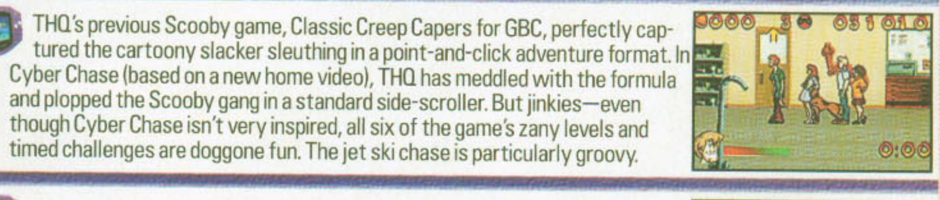


Warping you to periods such as ancient Rome and pirate-plundered Spain, THQ's action-packed Power Rangers side-scroller lets you play as the Time Force (you can also control Megazord in battles against bosses such as Ransik). Hand-to-hand combat charges up your energy so you can use special moves and weapons, and the great mix of fierce fighting, double-jump platform action and hidden items is sure to please Power Rangers fans every time (and era) they play.



3½

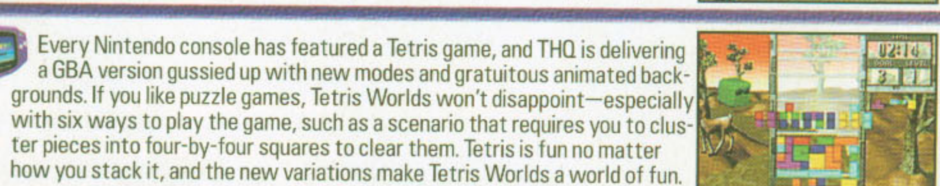
DOOM
- Activision/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Link only)



First-person shooters have come a long way since Doom, one of the first of the 3-D run-and-gun games. While the genre has evolved to include objectives and stealth, the GBA version of Doom sticks to its guns and is purely about targeting gruesome monsters, tripping switches and finding keys. If you're into trigger-happy action like that, Doom will do the job. The action can get fierce, the motion is fairly smooth and the four-player battle mode is an absolute blast.

3

SCOOBY-DOO AND THE CYBER CHASE
- THQ/32 Megabits
- 1 player
- 5 playable characters
- 6 levels



THQ's previous Scooby game, Classic Creep Capers for GBC, perfectly captured the cartoony slacker sleuthing in a point-and-click adventure format. In Cyber Chase (based on a new home video), THQ has meddled with the formula and plopped the Scooby gang in a standard side-scroller. But jinkies—even though Cyber Chase isn't very inspired, all six of the game's zany levels and timed challenges are doggone fun. The jet ski chase is particularly groovy.

3

TETRIS WORLDS
- THQ/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)
- 6 modes



Every Nintendo console has featured a Tetris game, and THQ is delivering a GBA version gussied up with new modes and gratuitous animated backgrounds. If you like puzzle games, Tetris Worlds won't disappoint—especially with six ways to play the game, such as a scenario that requires you to cluster pieces into four-by-four squares to clear them. Tetris is fun no matter how you stack it, and the new variations make Tetris Worlds a world of fun.

3

X-MEN: REIGN OF APOCALYPSE
- Activision/64 Megabits
- 1 to 2 players simultaineously
- Game Link compatible (Multi-Pak only)

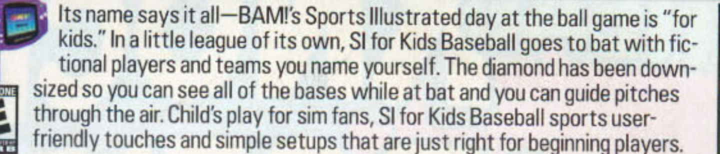
Activision's mutant melee sends the X-Men across side-scrolling areas to fend off generic thugs and Marvel supervillains such as Apocalypse. Storm, Wolverine, Rogue and Cyclops are playable, and you can unleash varied moves to bash bad guys who waltz into your path. The techno-industrial music and Final Fight-style action are aggressive but repetitive at times. The Game Link feature saves the day, though, enabling you to play in Vs. Mode or Cooperative Mode.





2½

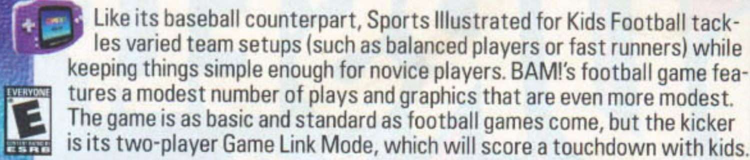
SPORTS ILLUSTRATED FOR KIDS BASEBALL
- BAM!/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)


Its name says it all—BAM!'s Sports Illustrated day at the ball game is "for kids." In a little league of its own, SI for Kids Baseball goes to bat with fictional players and teams you name yourself. The diamond has been downsized so you can see all of the bases while at bat and you can guide pitches through the air. Child's play for sim fans, SI for Kids Baseball sports user-friendly touches and simple setups that are just right for beginning players.



Rating: 2


SPORTS ILLUSTRATED FOR KIDS FOOTBALL
- BAM!/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)


Like its baseball counterpart, Sports Illustrated for Kids Football tackles varied team setups (such as balanced players or fast runners) while keeping things simple enough for novice players. BAM!'s football game features a modest number of plays and graphics that are even more modest. The game is as basic and standard as football games come, but the kicker is its two-player Game Link Mode, which will score a touchdown with kids.



Rating: 2

TONY HAWK'S PRO SKATER 3
- Activision/8 Megabits
- 1 player
- 13 riders
- 9 areas

With more courses and skaters than the previous GBC Pro Skater games, Activision's third Tony title busts out better tricks, including tricky manuals and butter-smooth combos you can perform in Canada, Tokyo, Paris, Skater's Island and other cool hangouts. The courses are large, and you ride through the side-scrolling locales in invisible "lanes" so you can focus on tricks instead of navigation. The objective lists are as demanding as usual, and the fun is what you'd expect but on a bigger, improved scale.

Rating: 3


BOB THE BUILDER: FIX IT FUN!
- THQ/8 Megabits
- 1 player
- 10 activities


THQ hits the nail on the head with a varied game for toddlers that stars the handy hard hat from the BBC's popular children's show. Players control Bob and many of his smiling construction vehicles to complete tasks, such as catching apples or searching for missing roof tiles in a side-scrolling site. Spud and all of the show's regulars appear in the simple Pak, and the large, happy graphics make the constructive learning tool an even more encouraging experience. It's kid-friendly with all the basic fixings.



Rating: 2½

THE WORLD IS NOT ENOUGH
- EA/16 Megabits
- 1 player
- 7 levels
- 15 weapons
- Transfer Pak compatible


If you squint, you might be able to see James Bond using his arsenal of 15 weapons and gadgets to shake and stir things up in the world of espionage. Microscopic graphics aside, The World Is Not Enough from EA is a so-so objective-based, top-down adventure in the vein of Metal Gear Solid. Though TWINE's controls are clumsy (you can't walk and shoot at the same time), the high-tech thriller gives you plenty to do—including uploading GBC data to the N64 version of TWINE via the Transfer Pak.



Rating: 2

KEY

Adventure · Arcade · Fighting · Platform · Puzzle · RPG · Racing · Shooter · Sports · Strategy

★★★★★ Excellent!!! ★★★ Good! ★ Poor.

★★★★ Great!! ★★ So-so. 💣 Yuk!!!


ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.





Early Childhood · Teen (13+) · Adult (18+)

Everyone · Mature (17+) · Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:

JENNI:

ANDY:

JILL:

CHRIS:

OLIVER:

DREW:

SCOTT:

GEORGE:

SONJA:

JASON:

COMING NEXT ISSUE . . .

Volume 151 December 2001

SUPER SMASH BROS.™ Melee

Super Smash Bros. Melee



It's a smash news flash in December when we punch through a couple of rounds of Super Smash Bros. Melee for Nintendo GameCube.

Pikmin Preview



We're picking a peck of Pik-minutiae for our playful Pikmin preview next month. Be with us as we see what's growing on the GCN this winter.

NHL Hitz 20-02

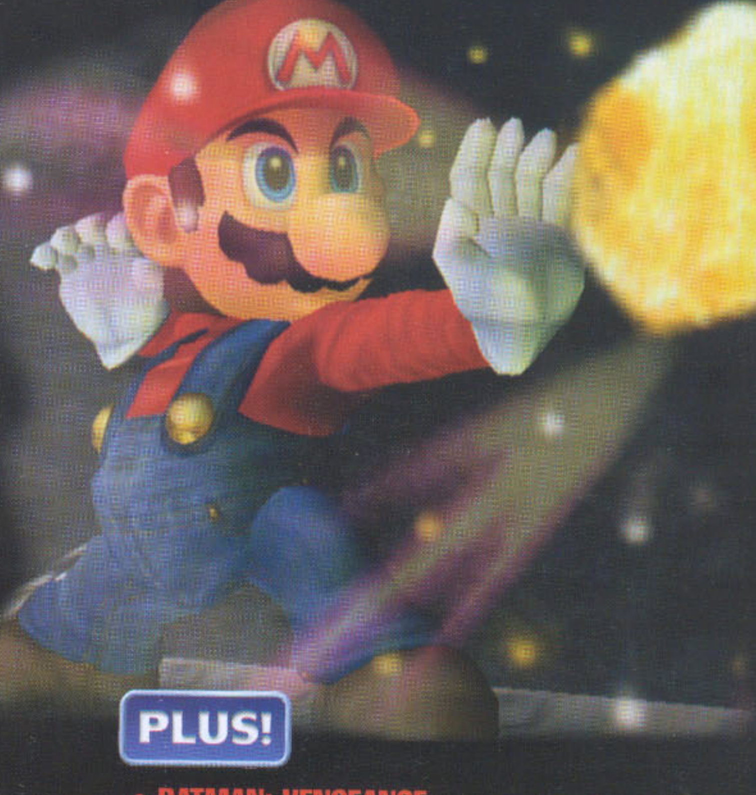


Jump aboard the Nintendo Power Zamboni as we roll out the hard-hitting info on NHL Hitz 20-02 for Nintendo GameCube. We'll smooth over the rough spots for you next month!

Harry Potter and the Sorcerer's Stone



An amazing adventure awaits inside the hallowed halls of Hogwarts in Harry Potter and the Sorcerer's Stone for Game Boy Advance. The magic happens in December.



PLUS!

- BATMAN: VENGEANCE
- HARVEST MOON 3
- MEGA MAN X-TREME 2
- MAGI-NATION: KEEPER'S QUEST
- WENDY: EVERY WITCH WAY

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Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle: Quest for the Toa, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

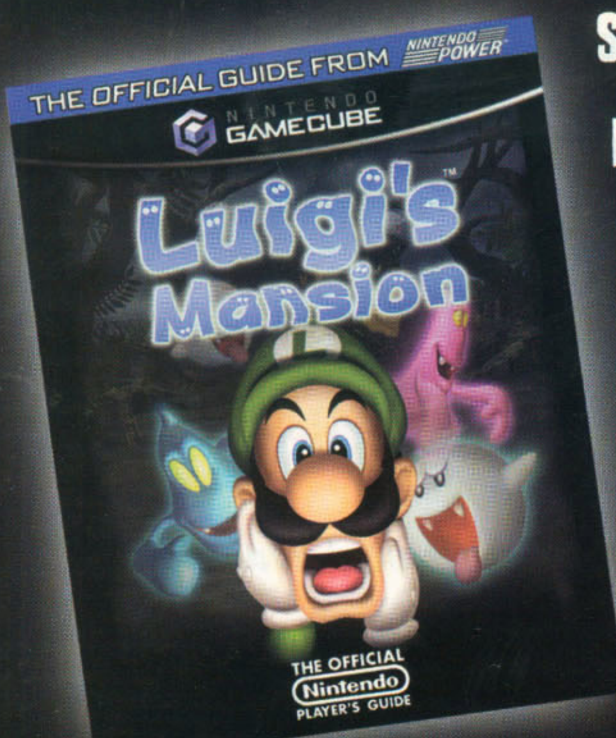
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Volume 143 (Apr. '01): Dr. Mario 64, Pokémon Stadium 2—Part 2, Aidyn Chronicles—Part 2, Kirby Tilt 'n' Tumble, Magi-Nation—Part 2 , Game Boy Advance Launch, Mario Party 3 Preview, The Legend of Zelda: Oracle of Ages Preview, Indiana Jones and the Infernal Machine Preview (GB).

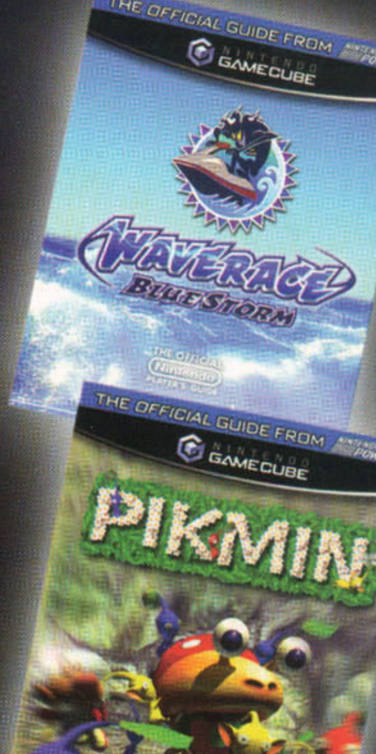
Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation, Warriors of Might and Magic, Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview, 2000 Nintendo Power Awards Nominations.

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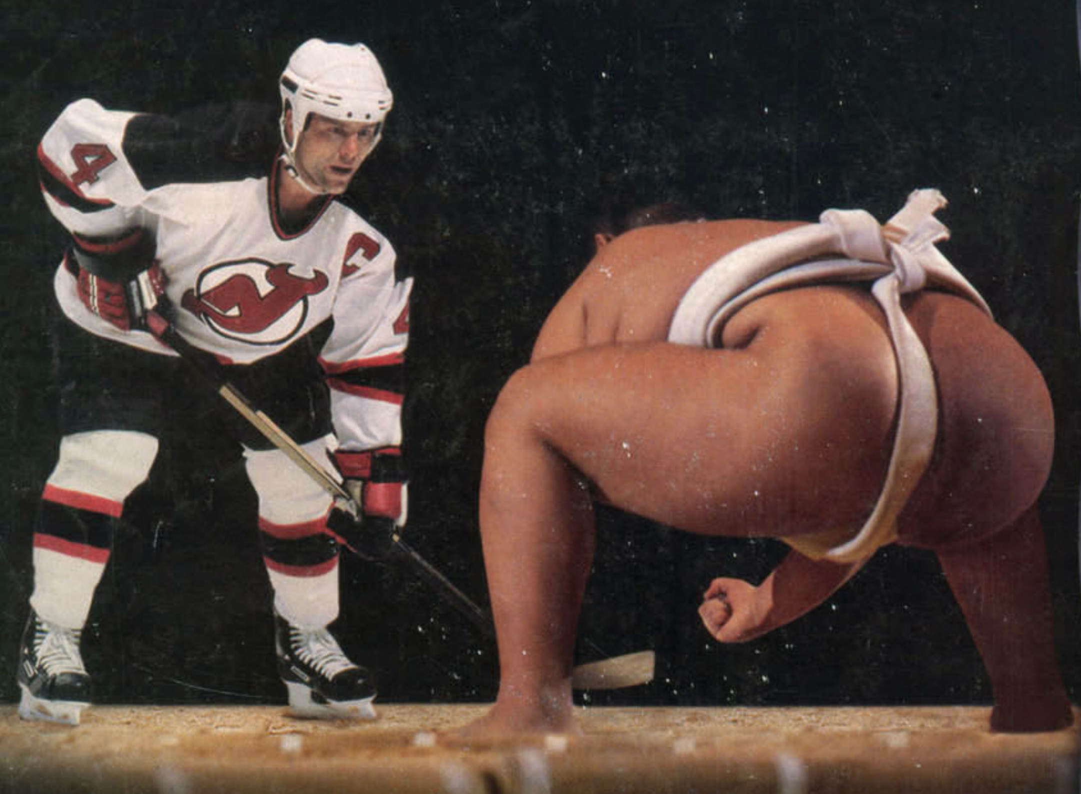


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PlayStation 2











